Active Learning: Overview of the Lesson

1. Estimate the length of the bug.

2. Measure the distance the bug travels in 10 seconds.

3. Measure the height of a child.

4. Calculate and compare:
   a. how far the child-sized bug would have run.
   b. how far the child should run in 10 seconds.

5. On the playground, mark how far the child-sized bug would have run.

6. Time each child running that distance.

7. Create a graph comparing the two distances.

8. Summarize lessons learned in a journal.