

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.