

Helping teachers bring math and science to life!



Learning goes beyond traditional textbook teaching through A World In Motion's New K-3 Literacy-Based Program!

To succeed in an ever-increasing technology-based tomorrow, today's children need the tools that help them to understand and apply science, technology, engineering and mathematics (STEM) concepts. The award-winning A World In Motion program is excited to announce new activities to help children develop these critical skills!

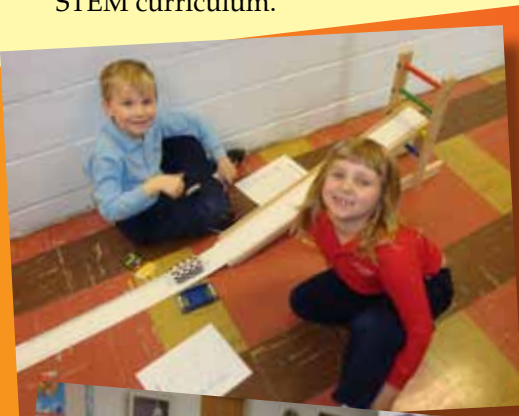
These K-3 classroom-tested activities integrate literature into STEM learning challenges. During the activities, students must:

- learn to solve complex problems
- communicate clearly
- raise & resolve questions/problems
- assimilate information
- work cooperatively toward common goals



About A World In Motion®

SAE International's A World In Motion® (AWIM) is an award-winning, teacher-administered, industry volunteer-assisted program that brings math and science to life for students in kindergarten through grade 12. Benchmarked to the national standards, AWIM incorporates multidisciplinary learning into age-appropriate hands-on activities that reinforce classroom STEM curriculum.



By engaging students early, A World In Motion becomes an important first link to developing these critical STEM skills.

During the activities students:

- question ideas, concepts & define problems
- play, experiment & investigate
- build physical models, tables & graphs
- manipulate variables
- collect, record & analyze data
- predict outcomes
- design & prepare solutions
- communicate & discuss ideas
- develop & discuss strategy

Visit www.awim.org to learn more about A World In Motion and our full curriculum to help bring math and science to life for your students.

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Introducing a New Primary Literacy-Based Curriculum

Take learning beyond traditional textbook teaching through the innovative A World In Motion program!



Rolling Things

In this challenge, students will explore the story *The Three Little Pigs' Sledding Adventure* during which they will study toy cars and car performance. Launching the cars from ramps, the students investigate the effects of different ramp heights and car weights have on distance traveled, measuring and recording data gathered through variable testing.

Pinball Designers

After reading *Malarkey and the Big Trap*, students design a homemade pinball game and explore the behavior of the different components, such as the pinball, ball traps, and bumpers. The students test the launch ramp to explore how launch position affects the behavior of the pinball and then learn how to optimize their games to make them more challenging and interesting.



Engineering Inspired by Nature

Students investigate methods in which seeds are dispersed in nature through the story *Once Upon a Time in the Woods*. The story leads the students to further explore how seeds are dispersed by the wind.

Using the designs found in nature, the students develop paper helicopters and parachutes then perform variable testing to improve their performance.



Straw Rockets

Students explore the early life of Dr. Robert Goddard while reading the biography, *The Rocket Age Takes Off*. After investigating Goddard's early trials and tribulations in creating the first liquid fueled rocket engine, students begin to uncover the work necessary to optimize a design with the goal of creating a straw rocket that flies the farthest and highest.

