preschool STEAM

SCIENCE | TECHNOLOGY | ENGINEERING | ART | MATH

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The Runaway Pumpkin

STEAM CHALLENGE:

Can you stop a pumpkin from rolling?

Objective:

Help! A runaway pumpkin is on the loose. Stop the pumpkin from rolling away.

Materials:

- "The Runaway Pumpkin" by Kevin Lewis
- Pumpkin (small)
- Ramp
- Miscellaneous materials to stop the pumpkin (for example, blocks, boxes or books)

Teaching Strategy:

1. Read the story, "The Runaway Pumpkin". Ask students, how can we stop a pumpkin from running away?
2. Give students time to experiment rolling a pumpkin down a ramp.
3. Create a plan to stop the pumpkin at the bottom of the ramp. Students may wish to draw their design. Build your plan.
4. Test your plan. Did the pumpkin stop? How long did it take? Discuss how you can improve your idea. Allow students time to redesign and test again.
5. Draw a picture of your final structure. Share with parents or other classmates.

Guiding Questions:

- What other objects roll down your ramp?
- What happens to the pumpkin if you raise or lower your ramp?
- How can you make the pumpkin roll slower or faster?

STEAM Integration

Science: Investigate whether pumpkins roll or slide?

Technology: Use a stopwatch to time your pumpkin rolling down the ramp.

Engineering: Build a ramp that can support a pumpkin rolling.

Art: Cover your ramp with paper and add paint. Roll the pumpkins down the ramp to create a unique work of art.

Math: Measure how far you can roll a pumpkin.

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Draw a picture of how you stopped your runaway pumpkin

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