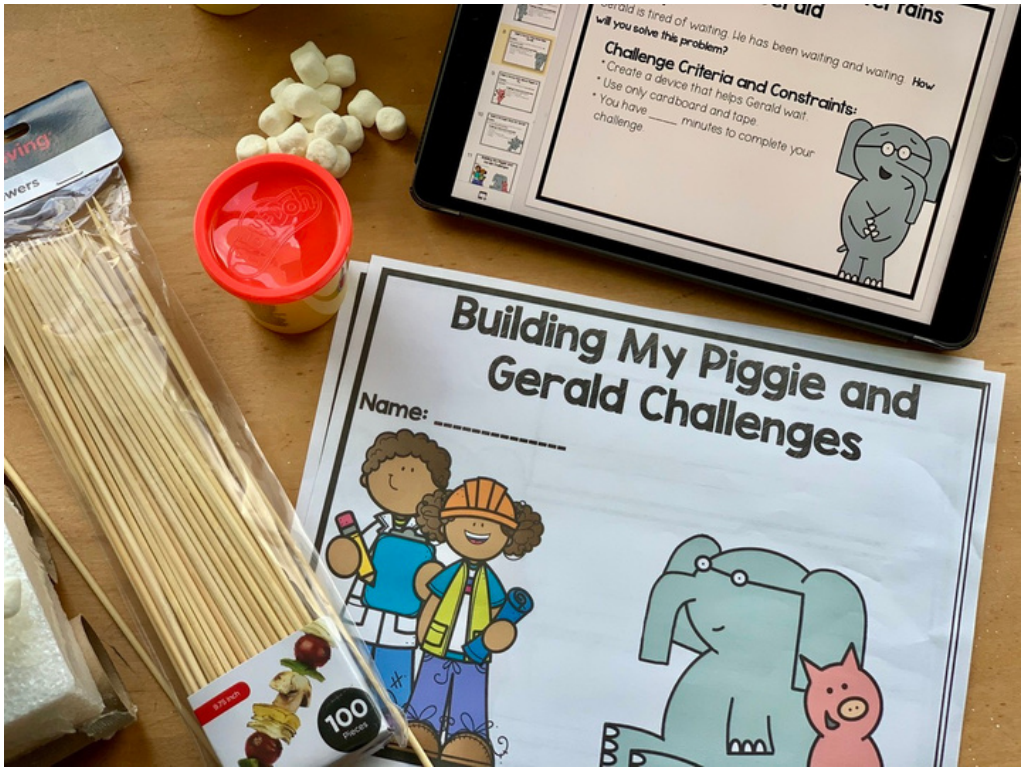
Makerspace Task Cards

Piggie and Gerald Challenges



Lesson Plans, Resources, Makerspace Task Cards

Why

3- Design Thinking

Each Makerspace Task Card offers an opportunity for students to work through the Engineering Design Process.

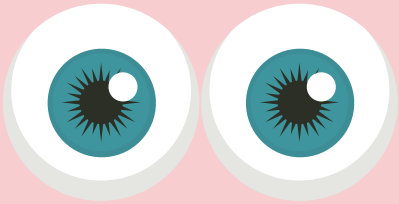
2 -Lit Extension

Solving problems presented by the character takes comprehension further.

1- Open-Ended

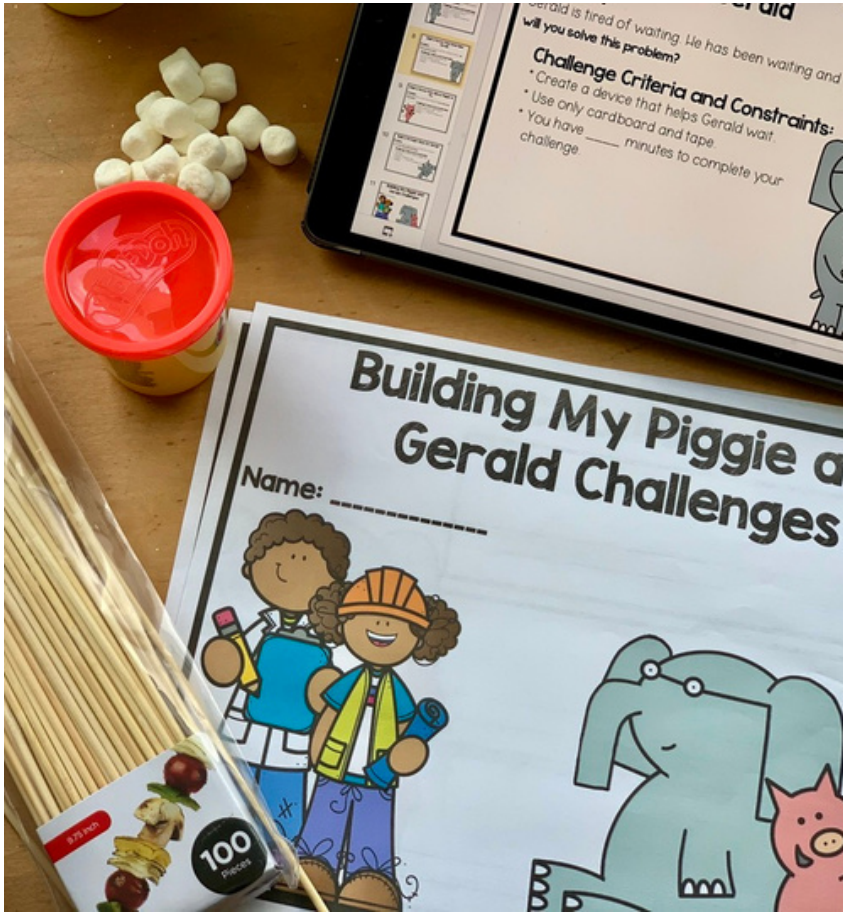
Open-ended challenges allow students to practice critical thinking skills and problem-solving skills.

Keep Scrolling to See Inside!



Perfect for:

- Makerspace
- Encourage Reluctant Learners
- Literature Extension
- Centers
- Critical Thinking
- Creativity
- Collaborative Work



Piggie and Gerald Makerspace

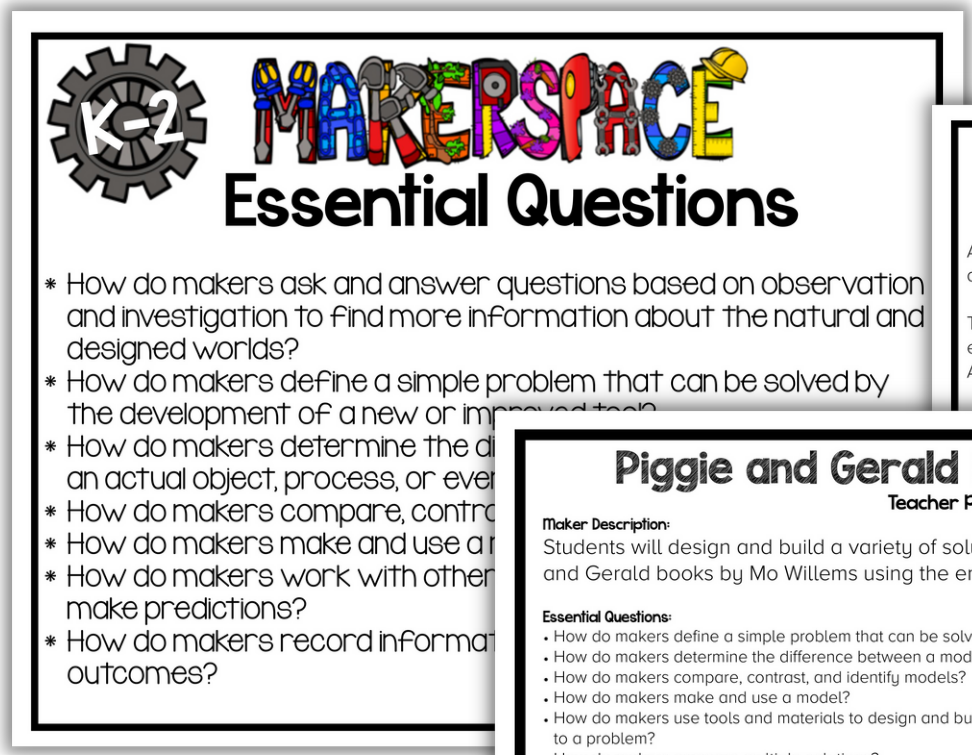
HOW TO USE:

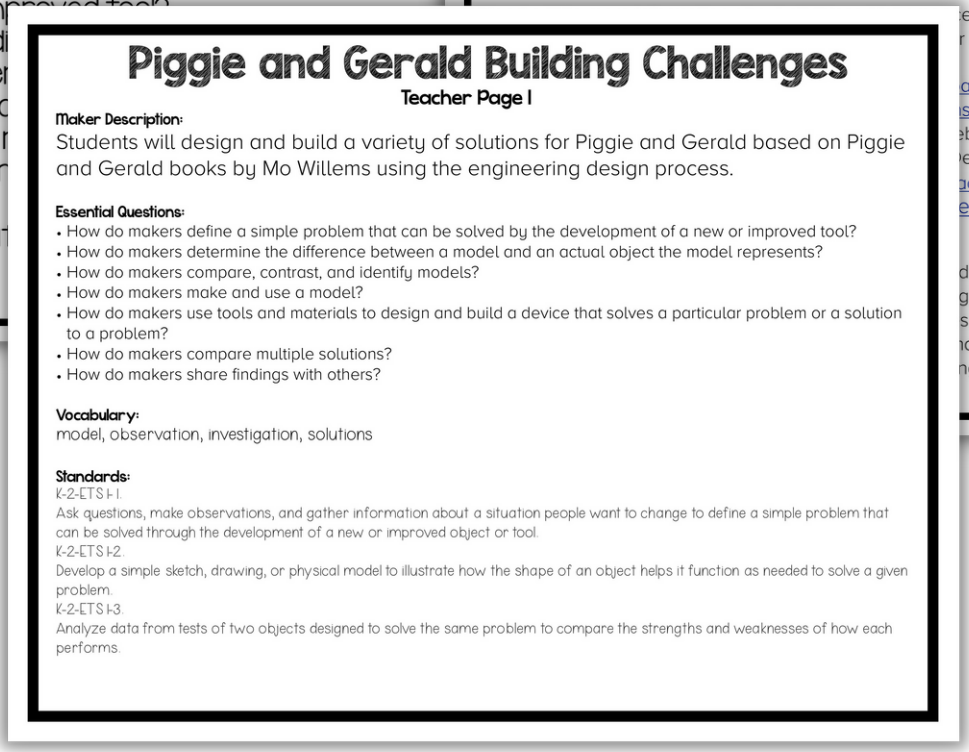
A Makerspace is a space where students can gather to create, invent, tinker, explore, and discover using a variety of tools and materials. In a nutshell, it is an astonishing place to think and learn!

Read a Piggie and Gerald story by Mo Willems and then challenge students to work through solutions to the problems in the story. Keep the solutions open-ended to avoid doing a craft and focus more on twenty-first-century skills.

TUNE INTO ONE TIRED TEACHER FOR MORE ON MAKERSPACE

Essential Questions, Makerspace Resources, and Lesson Plan





Open-Ended Challenges

Build a Mode of Transportation Piggie and Gerald

Problem:

Piggie and Gerald are playing a game of Drive Drive Drivey-Drive Drive. Then they decide it is time to take a drive for real! Howeve they don't have a car. **How will you solve this problem?**

Challenge Criteria and Constraints:

* The mode of transportation must hold both characters and all of their stuff.
* The mode of transportation must be able to move from one pl
* You have ____ m challenge.

Build a Cover for Piggie and Gerald

Problem:

Piggie and Gerald want to play outside. Then it starts to rain. **How will you solve this problem?**

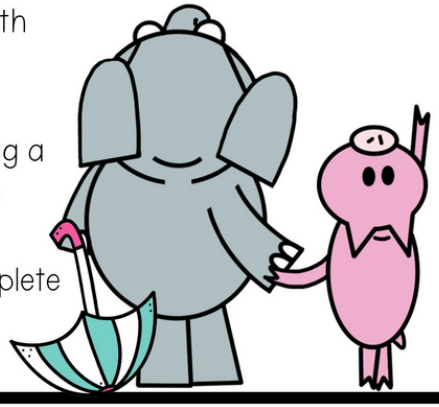
Challenge Criteria and Constraints:

o both

uring a

o the

complete



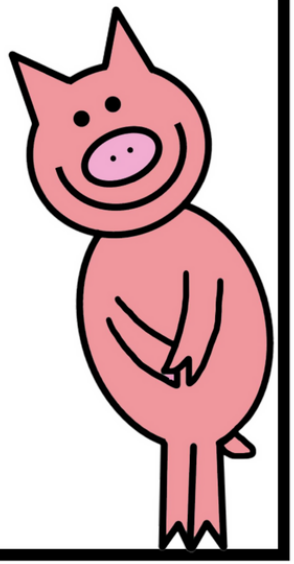
Build a New Toy for Piggie

Problem:

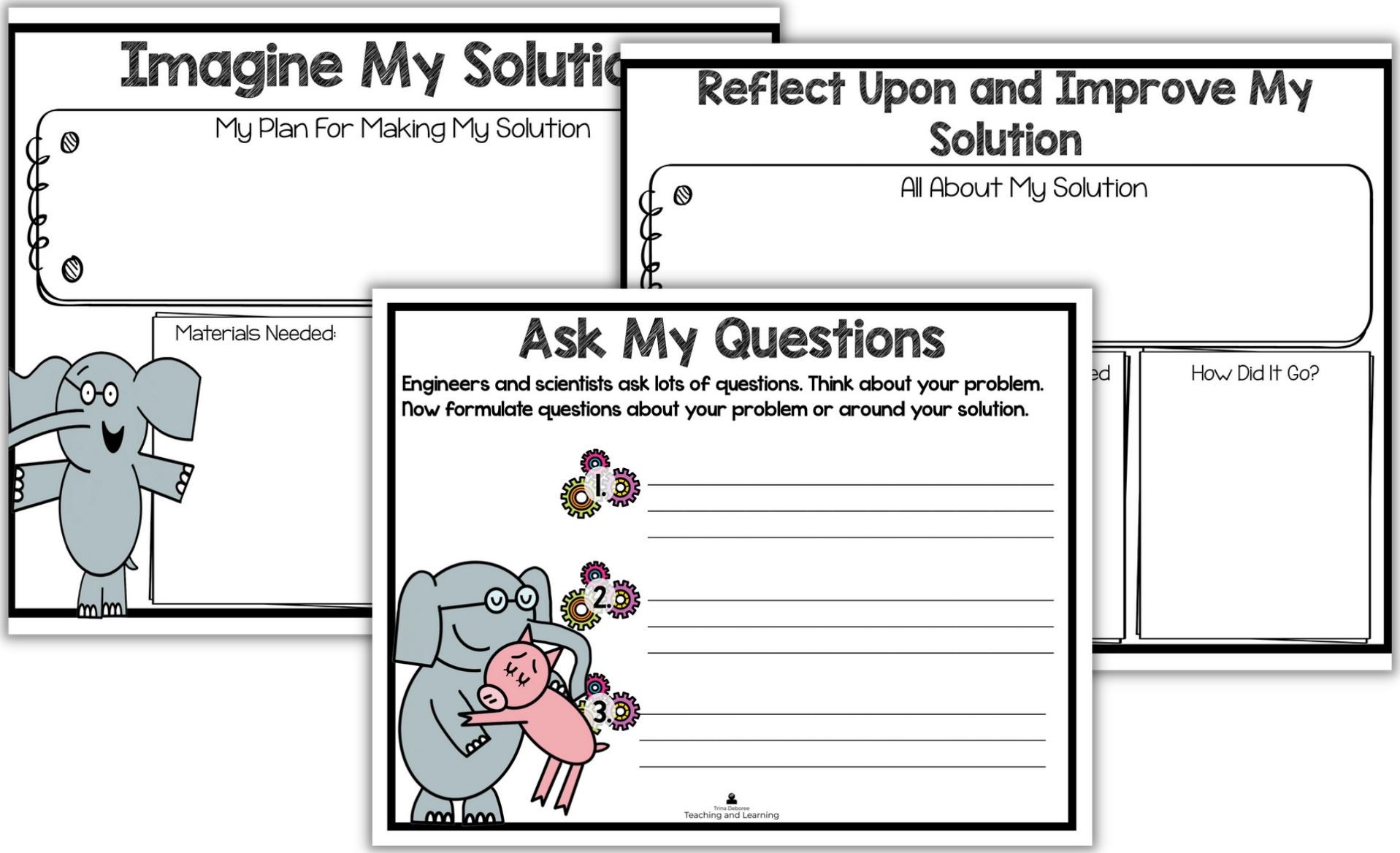
Piggie is playing with her new toy, but it broke. **How will you solve this problem?**

Challenge Criteria and Constraints:

* Construct a new toy for Piggie.
* Use building blocks.
* You have ____ minutes to complete your challenge.
* Your toy has to be able to withstand dropping from waist height.



Work Through Engineering Design Process (Print or Digital)



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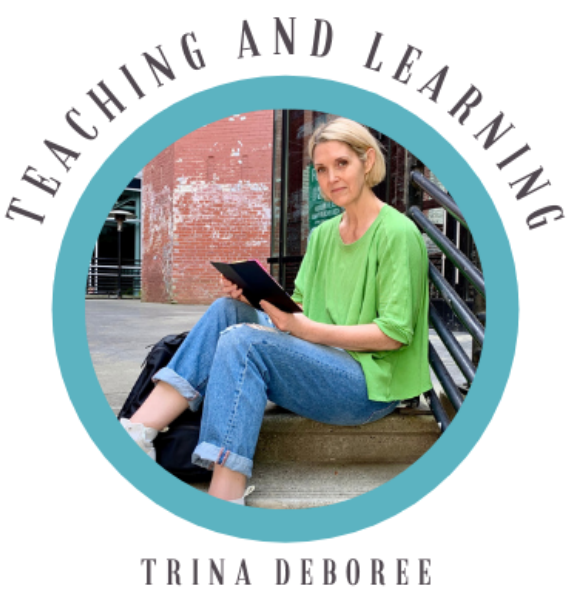
About the Author

Trina Deboree has over 17 years of teaching experience in first and second grade. Trina has also been a Student Support Specialist and a Media Specialist. She earned her Master's Degree in Education Technology and Media Design and was formally Nationally Certified in Early Childhood Generalist.

Trina is a single mom of 2 incredible young people and a dog mom of Kobe her Goldendoodle. Trina is passionate about serving teachers and helping them instill a love for learning.

Let's Connect



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Let me know if you have any questions.