# Highlighted Activities June 29 - July 3

# Weekly Theme: Physics

Studying physics strengthens quantitative reasoning and problem solving skills that are valuable in other areas of life. By starting to explore the rules of physics in a simple way at an early age, children begin to understand how things work in the world around them. This week, try one or two activities below to learn about physics!

#### Grades PreK - 2

| Weekly<br>Activity | Title: Pushes and Pulls<br>Pushes and pulls — what scientists<br>call forces — can make things go,<br>stop, speed up, slow down or<br>change direction. Use these<br>activities with your young child to<br>explore pushes and pulls in your<br>world! |  |
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|                    | https://www.pbs.org/parents/learn-gr<br>ow/age-4/science/pushes-and-pulls  |  |
| Science-U@<br>Home | Title: Oobleck<br>Explore, oobleck, a Non-Newtonian<br>fluid or solution that changes its<br>state of matter under pressure! It's<br>easy to make and super fun to play<br>with. Try it!<br><u>https://science-u.org/experiments/oo</u><br>bleck.html  |  |

## Grades 3-5

| Weekly<br>Activity | Title: Forces of Gravity<br>In this interactive, student driven<br>lesson, students watch videos<br>about gravity and investigate the<br>motion of falling objects on Earth<br>and on the Moon.<br><u>https://wpsu.pbslearningmedia.org/</u><br><u>resource/midlit11.sci.splgrav/forces</u><br><u>-of-gravity-and-air-resistance/</u> |  |
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| Science-U@<br>Home | Title: Energy Carousel<br>Have you ever ridden on a<br>carousel or merry-go-round at an<br>amusement park? Usually, these<br>rides are powered by electricity, but<br>you can make your own carousel<br>toy while exploring some basic<br>energy concepts.<br><u>https://science-u.org/experiments/e</u><br>nergy-carousel.html       |  |

#### Grades 6-12

| Weekly<br>Activity | Title: Invent Apps to Help Others<br>Learn how new apps are improving<br>the lives of people with a disability<br>or illness and helping to raise<br>empathy.Then, use your<br>knowledge of the invention<br>process to design your own app<br>which addresses a problem facing<br>your school or community.<br><u>https://wpsu.pbslearningmedia.org/<br/>resource/ilnewsh18-sci-ilinvention/i</u><br><u>nvent-apps-that-help-others-and-b</u> |  |
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| Science-U@H<br>ome | uild-empathy/<br>Title: Pull Back Cars<br>Pull back vehicles use springs to<br>store energy. When the vehicle is<br>released, the energy stored in the<br>spring moves the vehicle forward.<br>Can you make any toy vehicle into<br>a pull back vehicle?   |  |
|                    | https://science-u.org/experiments/p<br>ull-back-cars.html  |  |

### Parents

| For Social Media | Title: Use the Superpowers<br>of Science to Play and<br>Learn<br>The Superpowers of Science<br>help kids play with science<br>and practice science. You<br>don't have to know the<br>answers about why things<br>work the way they do. Just<br>investigate with your child let |  |
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|                  | investigate with your child, let them ask questions, test out  |  |

| their ideas and find out what<br>happens! That's it — you're<br>using the Superpowers of<br>Science! |  |
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| https://www.pbs.org/parents/t<br>hrive/use-the-superpowers-of<br>-science-to-play-and-learn          |  |