

“In the Wild”

Module 2, Adventure 2

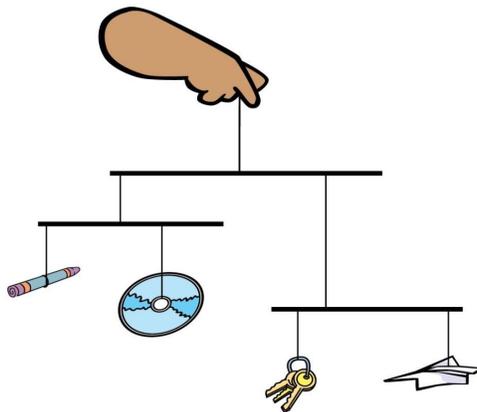
EXPLORE it

This is one of two options for Adventure 2 (the other option is a solar oven activity). Choose which one you would prefer to do, or do them both!

Prompt:

Using things found in nature or recycled items, create a mobile that will balance and move in the wind.

Here is an example:

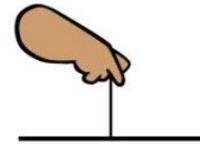


Materials:

- Sticks or dowels
- String, yarn, thread, or twine (at least 60 in / 153 cm)
- Scissors
- Items from nature: sea shells, leaves, rocks, pinecones, etc.
- *Optional: recycled items (egg cartons, yogurt containers, etc)*
- *Optional: Explorer Notebook*

Instructions:

1. Go on a scavenger hunt (outside your home or inside if you have items you collected beforehand) for sticks and other items from nature to use in your mobile. You can also use items from your recycle bin. Reusing something is better for nature than throwing it away!
2. Start with one stick or dowel. Tie a string (at least 12 in / 30 cm long) to the middle of the dowel and hold the other end of the string. Make sure your stick or dowel hangs straight across.



3. Pick two of your items and tie string around them and tie the strings to your stick or dowel.
4. Hold up your mobile from the first string. Is the stick still hanging straight across? How can you fix it?
5. Once you have the basics down, look at your items and decide what you want your mobile to look like. You can add more layers of sticks or dowels, add more items to each string, and more!
6. When you are done, find a good place to hang your mobile and see how it moves inside or outside in the wind.

For explorers using an Explorer Notebook:

1. Sketch out your design for your mobile before you start creating it and use that as a guide.
2. Draw your final mobile or put a picture of it in your notebook.

Look below to see an idea for how to design your page. You can use this or set up your notebook however you want!

Extensions:

The following are optional steps you can take if you want to extend this adventure:

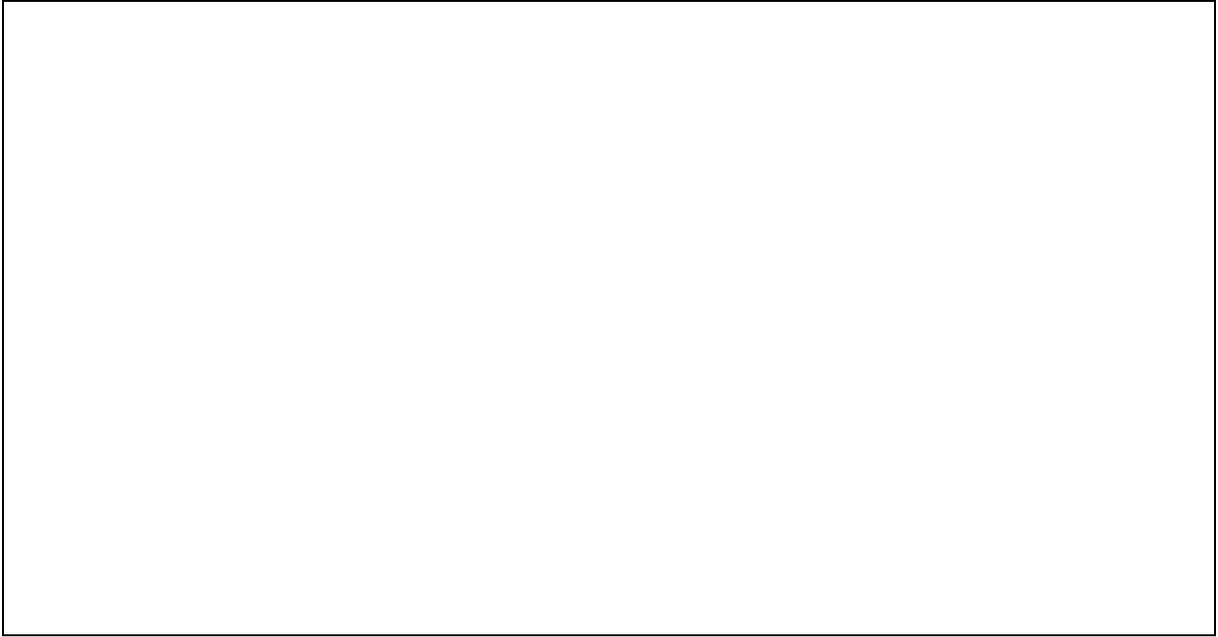
1. Make a mobile with at least 5 sticks or dowels.
2. Hang more than one item from each string.
3. Test out your mobile in different locations and see how it moves.
4. Go to the “In the Wild” topic on Flipgrid and share your creation!

Explorer Notebook

You can use this to help you set up your Explorer Notebook!

Wind Mobile Module 2, Adventure 2

Sketch of my mobile:



My final product:

