



Title: Workshop

Grade: PK-2

Overview: Let's build in the Workshop! Students construct imaginative toys and machines using blueprints and parts from a pegboard. With the same parts, students can also create their own designs. In the Discover Mode, they can paint and print their designs. In the Question and Answer Mode, fun-filled animations illustrate what they have built.

My Learning Objectives:

Construct whole objects from smaller parts

DISCOVER MODE

1. Click the workshop bench to enter the Workshop from the Main Room.
2. The Workshop contains blueprints and a pegboard with parts. A "base," or main part, is shown in the work area. Build an object by adding parts to the base.
3. Drag parts from the pegboard to the Work Area. Follow the blueprint or build whatever you like.
4. Click the box under the pegboard with 1, 2, or 3 screws to select blueprints for one, two, or three objects.
5. Click arrows on the blueprints to see new blueprints and a new set of parts.
6. To paint a part, click a paint pot. Then position the brush inside the area you wish to paint. Click the mouse button to spread the paint. If you want to paint another part or change colors, click a paint pot and repeat the process.
7. Click the Printer to print a picture of what you built. Once printed, you may want to add drawings of people and scenery, etc.
8. Click the character in the picture frame for Question and Answer Mode, or click Sammy to return to the Main Room.

QUESTION AND ANSWER MODE

1. Click the character in the picture frame to enter Question and Answer Mode.
2. Buzzy, the bee, asks you to make something. To hear the request again, click Buzzy.
3. You can select the blueprints and parts that you want to use. Click the icon with 1 screw to build the object shown on the blueprint using all parts. Or click the icon with 2 screws to build the object from a variety of parts. (Some parts may not be needed to finish the blueprint.) Or click the icon with 3 screws to build the object from a variety of parts. (Most complex design; some parts may not be needed to finish the blueprint.)
4. Drag a part to the base shown in the Work Area.
 - If you drag a part to the correct position, it snaps into place.
 - If you drag a part to an incorrect position, the part snaps back onto the pegboard. You can try another position or another part.
5. Click the empty picture frame for Discover Mode, or click Sammy to return to the Main Room.