

Day 8 Design and Build Your Rover

English Language Arts

How do you and your family travel around your community? How is your rover similar to your vehicle? How is it different?

Similar	Different

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Math

Workspace for Problem Solving

If your rover travels 10 miles every day for 5 days, how many miles would it travel all together?

Draw a picture, write a number sentence or make a table to solve this problem.



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Science

Time to build your rover!

1. Take some time to gather materials that you'd like to use for your rover. Think about items that would make good wheels and axles. Think about how the surface will affect how your rover moves.
2. Just like in real-life NASA projects, we can collaborate and ask for help if things become challenging. Feel free to collaborate with your family during this process!



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Social Studies

Part of the Engineering Design Process is planning and designing things that can solve problems. Think about some of the problems and challenges astronauts might face as they try and travel along the surface of planets. Design a rover that would solve some of those problems and draw what it would look like.



What I notice:

What problems a Mars rover might have:

1. _____
2. _____
3. _____

Now pick a problem that your rover design will solve!

My rover design

