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SPIKETM Essential

# Amazing Amusement Park

This unit introduces your students to engineering design skills. They'll learn about the steps that are involved in defining a problem, brainstorming solutions, and testing and refining prototypes to improve their ideas. They'll learn observation skills by gathering information about a problem and modifying a solution to meet the needs of others.

Your students will help a story character by recounting experiences using relevant facts and descriptive details. This will help to develop their collaborative conversation skills.

 Grades 1-2**STEAM** Hybrid

STEAM, Engineering

## Lessons

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### THE FAST LANE

#### SPIKE™ Essential

Help Leo enter the amusement park with the Fast Lane!

STEAM, Engineering

30-45 min. Beginner Grades 1-2



## Classic Carousel

#### SPIKE™ Essential

Create a new spinning ride for Sofie to try!

STEAM, Engineering

30-45 min. Beginner  
Grades 1-2



## The Perfect Swing

#### SPIKE™ Essential

Maria doesn't want a ride that goes too fast. Do you think the swing will be a perfect fit?

STEAM, Engineering

30-45 min. Beginner Grades 1-2



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## Snack Stand

SPIKE™ Essential

Oh, no! Daniel dropped his snack. Help him get a new one from the snack stand.



STEAM, Engineering

30-45 min. Beginner Grades 1-2

## Twirling Teacups

SPIKE™ Essential

Round and round! Sofie and Leo are excited to try this new spinning ride today.



STEAM, Engineering

30-45 min. Beginner Grades 1-2

## The Spinning Ferris Wheel

SPIKE™ Essential

The team wants to ride the Ferris Wheel together. How can you help them?



STEAM, Engineering

30-45 min. Beginner Grades 1-2

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## The Most Amazing Amusement Park

SPIKE™ Essential

It's time to create your very own amusement park ride!

STEAM, Engineering

45-90 min. Beginner Grades 1-2



## Remix the Ride

SPIKE™ Essential

It's time to help get an unfinished ride ready for the amusement park!

STEAM, Engineering

30-45 min. Beginner Grades 1-2

