Lesson 3 - Student Activity #1 Guide

Adding a Water Pump

In this activity, you will be adding a new pump that pulls water from the aquifer. Review what you know about how the first pump was created.

1. Open up your version of the base model. **REMIX** and rename the project with ***your name your partner's name* mod3**"

2. Use the **Model Design Form** to plan your modification.

3. Get coding!

4. Test your model to make sure it is working correctly.

Here are a few tips:
- Remember to use the **driver** and **navigator** roles and switch with your programming partner regularly.
- Ask for help if you need it.

When you are done, upload and share your project.
Don't forget to put both partners' names in the project title.