

The weather is made up of many things: sunlight, wind, temperature, and even snow or rain. The weather is always changing.

Draw the weather you remember from yesterday.



Write a ✓ to mark the weather that happened yesterday.

☐

sunshine

☐

clouds

☐

wind

☐

rain

☐

snow



1

Weather

Observe and draw the weather today.



Write a ✓ to mark the weather that happened today.

☐

sunshine

☐

clouds

☐

wind

☐

rain

☐

snow

Look at each picture and say your own weather report aloud. Then fill in the words that describe the weather in each picture.

sunny and warm

cloudy

windy and cold



Report: _____

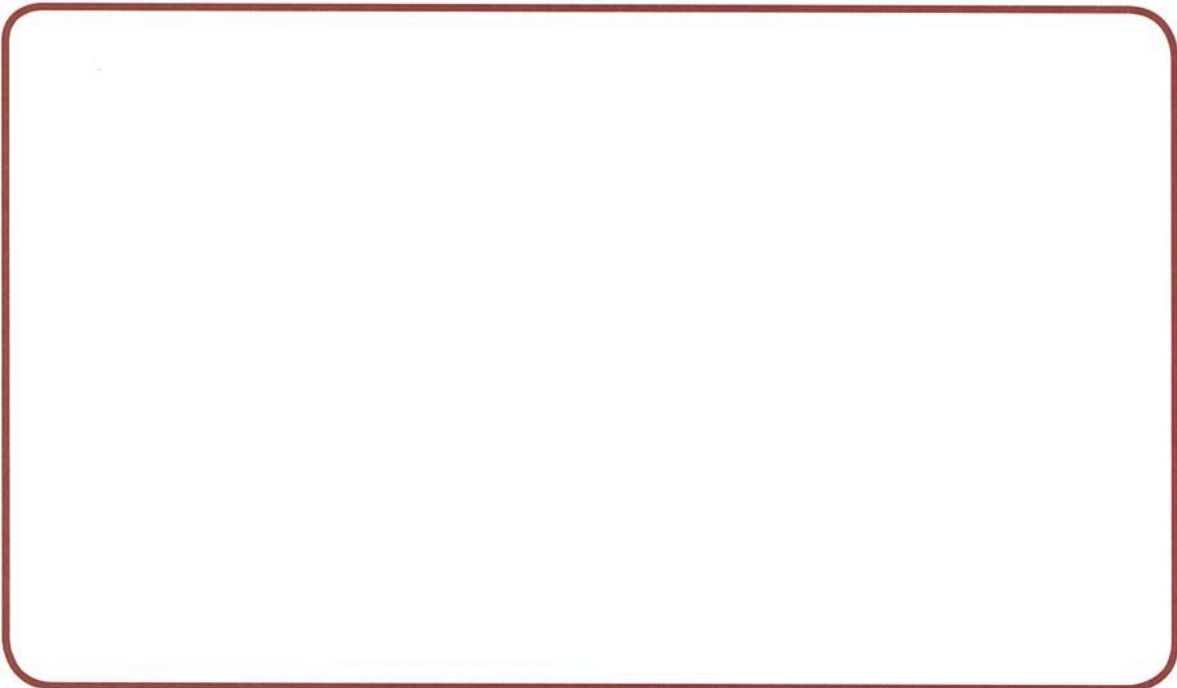


Report: _____



Report: _____

Draw your own weather forecast for tomorrow.



Circle the items you would wear for each kind of weather.

SNOWSTORM



HEAT WAVE



RAIN SHOWERS

1

Weather



COLD AND WINDY



Imagine that you are going from your home to the school bus in these weather conditions. Act out what you will do.

- Will you run?
- Splash?
- Hold on to your hat?

LET'S START!

GATHER THESE TOOLS AND MATERIALS.



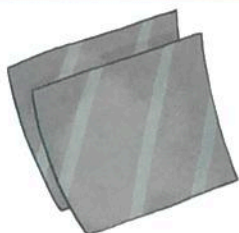
Ice cubes



Plastic wrap



10 or more cotton balls



Aluminum foil



Napkins



10 or more twist ties



Water

LET'S TINKER!

Get an ice cube.

Rub the ice cube on the other materials.

What happens when the ice touches the other materials? How does each material change? Does it become warmer or colder? Does it stay dry or become wet?



LET'S MAKE: MINI WEATHER!

Draw each weather event. Then **use** your materials to make models of the weather based on your drawings.

Clouds



Lightning Storm

Wind

Rain

LET'S ENGINEER!

Meet Fluffy, Frank's pet cotton ball. Frank likes to play with Fluffy outdoors, and they both need to stay warm and dry.

How can Frank protect Fluffy from the weather?

Make a protective layer to keep Fluffy warm and dry. Which materials work best to protect her? How can the materials be combined to help?

Test your design with water and an ice cube. Does the cotton ball stay warm and dry?



PROJECT 1: DONE!
Get your sticker!