



Title: Weather Machine

Grade: PK-1

Overview: Let's make some weather! When students play with the Weather Machine, they create all sorts of weather. Students choose temperature, moisture, and wind. Then Frederick, the bear, delivers the weather report, and an animation appears illustrating the weather conditions.

My Learning Objectives:

Select appropriate variables to indicate key weather conditions

Know simple weather-related vocabulary, corresponding symbols, and how weather relates to dress

DISCOVER MODE

1. Click the wall thermometer to enter the Weather Machine from the Main Room.
2. Click a temperature button for a cold, warm, or hot day.
3. Click a moisture button for a day with no rain or snow (single cloud icon), light rain or snow (dark cloud icon), or heavy rain or snow (cloud with precipitation icon).
4. Click a wind button for a day with no wind, light winds, or strong winds.
5. Click the green Go button to hear the weather report and to see an animation illustrating the weather.
6. Continue exploring the Weather Machine. Because this is the Discover Mode, you can try many different weather conditions.
7. 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. Frederick, the bear, asks you to create a day with specific weather conditions.
3. Click the Weather Machine button(s) to make the day Frederick requested. Then, click the green Go button. If you forget the weather conditions requested, click Frederick for a reminder.
 - If you select all the conditions requested, Frederick reports the weather, and an animation about the weather appears.
 - If you do not select the weather conditions as requested, Frederick asks you to try again.
4. Click the empty picture frame for Discover Mode, or click Sammy to return to the Main Room.