

PROJECT TITLE: MAKE A 3-D VIRUS MODEL

Unit	Module 10 What's the Matter?
Content standard	1.2 Will be able to listen and respond appropriately in formal and informal situations for a variety of purposes. 4.3 Will be able to plan, organise and produce creative works for enjoyment
Learning standard	1.2.2 Able to listen to, follow and give simple instructions. 1.2.4 Able to participate in conversations with peers. 1.3.1 Able to plan, produce and display creative works based on literary texts using a variety of media with guidance.
STEAM Integration	Science - Develop and use a model to describe the function of a plant cell. Technology - Use digital technology to research, document learning, and support inquiry and solution based learning. Engineering - Use creative expression to design, develop and construct a 3-D plant cell model. Arts - Creatively design the model. Mathematics - Measure and design of the shapes of the organelles.
Equipment and materials	• Thermocol/Styrofoam sheet (1 inch thick) • German white glue • Cutting blades • Tissue • Colours (poster or acrylic paint) • Water • Brushes
Resources	• A Youtube video on how to make a virus model using Thermocol/Styrofoam sheet from the video. • Website or articles related to 3-D parts of a plant cell.
Summary of activity	1. Pupils will watch a video and read detailed instructions on how to make a virus model. For example:- https://www.youtube.com/watch?v=bwJ_wD69BfU 2. Teacher will show pupils through hands-on creation of a virus model. 3. Pupils will be separated into a few groups. 4. When the pupils have completed the models, switch the models and verbally explain the function they serve in the model.
Knowledge, skills and values	• Improve the student's creativity and innovative skills. • Each model will be unique and knowledge will be enhanced through sensory (tactile and visual) creation. • Listen, respond, and follow instructions appropriately.
Experience acquired by students	• Design and make a 3-D virus model using styrofoam sheet. • Learning through the use of digital cameras to take photographs of the finished project.