

Name _____

Date _____

Grade _____

Soda Constructor

Directions

1. Go to the Soda Constructor website. Open a web browser. Click on "Classroom Connections", "5th grade", and "Soda constructor". (It's underneath "Math" on Mrs. Gano's main webpage.)
2. Click on "Click here to play" near the top of the Soda Constructor website. A new window will pop open. Wait patiently while it loads.
3. Do a warm-up activity with Mrs. Gano and the rest of the class using the soda "animal" in the window.
 - a. Use the simulate bar.
 - b. Use the directions bar.
 - c. Use the gravity bar.
 - d. Change the motion with the bar on the side.
 - e. Choose another creature using the file bar.
4. Answer the questions below.

a. What happens if you delete part of a soda creature? _____

b. What happens if you add a part of a creature? _____

c. What happens when you turn the gravity off? _____

d. What does the animal do when you change the line on the side?

e. How is the creature you chose from the file different from the first soda animal? _____

5. Make your own soda animal or change an existing animal in several ways.

a. Draw or sketch your new soda creature below.

b. Describe how it moves. _____

