

Move Over Jetsons

Junior Inventors Name: _____

Move Over Jetsons

Thinkers Keys help you to think deeply and diversely about a topic, object or issue. Explore the idea of flying cars further by completing the Thinkers Keys activities below. <http://www.thinkerskeys.com/>

<p>The What If</p> <p>What if... flying cars were on sale to everyone?</p>	<p>BAR</p> <p>Imagine that the plane could also go under water. Make it Bigger. Add to it or Replace parts to create the Flying Carship!</p>
<p>Alphabet Key</p> <p>Can you find words that relate to the Aeromobil for each letter of the alphabet?</p> <p>A B C D E F G H I J K L</p>	<p>M N O P Q R S T U V W X Y Z</p>
<p>The Different Uses</p> <p>Explain ways that the flying car could be used to benefit people's lives.</p>	

Junior Inventors activity sheet © Skoolbo 2015

Lesson Sequence:

Provocation: Look at the image of the Jetsons in their space car or watch snippets from movies where characters race around in flying mobiles.

Discuss the idea: Do you think we will all fly like this in the future?

Tuning in: View the image of the Aeromobil. Brainstorm all the words that come to mind.

Finding Out: Read the article and watch the video from, Move Over Jetsons.

Activity Sheet: Students critically think about the Flying Car concept by completing 4 Thinkers Keys tasks.

Digging Deeper: Complete the digging deeper section, create and test the kite to discover the science behind flight.

TIPS TO SUPERCHARGE YOUR LESSON

Have the class design their own flying cars. In pairs, students describe their car while their partner draws the car based on the description.

Create advertisements for selling the car (posters, videos, flyers).

Write stories set in a time where flying cars are common.

Google 'Flying Cars' and look at the amazing images of prototypes.

