

# POP! TEACHER RESOURCE

## Lesson Plan

### Designing a Space Rover

Lesson Plan for *Mars*

Grade 1

#### Objective

To help students understand how rovers help scientists explore Mars, and design a space rover of their own.

#### Things Needed

- *Mars* book
- Paper and pencils

#### Before the Activity

Read Chapter 4 (“Exploring Mars”) of the *Mars* book aloud to the class.

#### Activity

Scientists use space rovers to study Mars. After reading the chapter, ask students the following questions:

- What is a rover? (Answer: A rover is a robot that moves across the ground.)
- What are two things that rovers on Mars can do? (Answer: They take pictures and collect rocks.)

The big image on page 19 shows what one of these rovers looks like. Point out the camera at the top that helps the rover take pictures, the arm that can pick up rocks, and the wheels that help it roll over the planet’s rough ground.

Then, have students imagine they are scientists. Ask them to design their own space rover that will explore Mars. Students should draw this rover on a piece of paper. In the drawing, they should label five parts (such as sensors or cameras) that will help the rover move or make discoveries.



## **Evaluation**

Invite a few volunteers to share their designs with the class. They should explain what each part is called and what it helps the rover do.

## **Standards**

This lesson plan may be used to address the Common Core State Standards' reading standards for informational texts, grade 1 (RI 1.1, 1.7), and the National Science Education Standards' Content Standard E, grades K–4.

