**Automata Final Project**

Demonstration of you operating your completed exemplary teaching model of your Automata and discussion about your design process including a reflection about your selected book or content 'idea' and how you might integrate STEM standards into a project like this in your future classroom.

Standards integration is apparent –

Book/Big Idea clearly presented -

|  |  |
| --- | --- |
| Automata animated a character or scene from children’s literature or appropriate content. | 50 |
| Automata demonstrated creative, thoughtful, and intentional use of materials to carry out design. | 10 |
| Clearly and effectively presented their automata.  | 10 |
| Automata operated as expected. | 10 |
| Automata was easy to operate and would stand up to repeated use. | 10 |
| It was evident that the engineering design process was utilized to create the automata. | 10 |
| Total | /100 |

**Automata Final Project Ideation Guide**

**Step 1: Define Your Idea**

* **Book/Big Idea**: What story, character, or STEM concept will inspire your automata?
* **Scene or Action to Animate**:
* **Key Mechanism**: What motion will it perform (e.g., up and down, spinning)?

**Step 2: Brainstorm and Evaluate**

* **List Three Ideas for Your Automata**:
* **Pick Your Best Idea**: Which idea is creative, feasible, and durable?

**Step 3: Plan and Prepare**

* **Materials Needed**:

**Sketch Area** *(Use this space to sketch your ideas and illustrate your selected design)*

*(Make sure to include labels for mechanisms and movements.)*