### SOLIDS FOR YOUR TORSO

- YOU NEED 4 OF THESE FIGURES
- CHOOSE 1 FROM COLUMN A
- CHOOSE 3 FROM COLUMN B



**APPENDIX 2** 

# **TORSO SHAPES**

✓	My 4 solids are:		Shapes I will have on my drawing:
Έx	ample: <u>Triangular prism</u>		<u>Triangle</u>
-			
-		-	
-		-	
✓	Are my shapes solidly connec	ted together?	
√	Dimensions of my solids:		
		Length=	Width=
		Length=	Width=
		_ Length=	Width=
		Length=	Width =

.

 $\checkmark~$  I am thinking about using  $\,$  my circuit to

#### ✓ And I will place the circuit:

**APPENDIX 3** 

Triangular

Prism

# SLIDE SAMPLES

## SLIDE # 1 SAMPLE



Highlights~ Watching something that I have imagined in my head come together was very cool and exciting and taping the shapes together was very easy. Hardships~ It was very hard to cut the cardboard to make my shapes, and I had to keep trying and tryin to get the shapes right. Also, I couldn't figure out how to fit my torso in one picture.

## SLIDE # 2 SAMPLE

#### PRANIT SHAH; WFFK 2: SCALF Cash shape and look Billidigan 233 speared 35 Squared 4 Hed. 1 Bird's Exprise or lop Vier My highlights for this part of the project is that it was easy and fun putting the shapes Octagond together on your graph paper, and I liked how my project looked from above so it might change how Prism Restangular Prism I present my project. The hardest part of this project was when I changed my scale because my project wouldn't fit Octagon on the graph paper with the scale 4:3, I ended up changing it to 5:3. Triangle Rectangle Pentagonal Hexagonal ach shope will look " [ O doyal 2; 3 square 13; Square Milled. 1 . Relling Bird's Eperiew or Top View rism

### APPENDIX 3 (cont'd)

## SLIDE #3 SAMPLE

Kyle LeVangie: Week Three Appendages

Hardships: It was hard to make my head (which is styrofoam) stop shedding so I put a plastic bag over it.

Highlights: It was fun to see what my project became I also enjoyed using the glue gun.



- 1. Cone Square Pyramid
  - Circle 2
- 5. Circl
- 6. Circle
- Cylinder
   Sphere
   Triangular pyramid
   Cylinder

## FINAL SLIDE SAMPLE



I am proud of my final creature because I worked really hard on it and I think it turned out well. One thing I would change is the legs. One thing that helped me practice math was the scaling. It was a good refresher on how to scale things down and then graph it. I think this project was very well run this year. I liked how it was broken up into different assignments so it wasn't overwhelming and I liked how we had our folders so we could work ahead in the weeks if we wanted. I also think that not doing that perimeter and area was a good idea. I think it would have been more rushed and stressful if we had to and it was just a review. My story is about Lucy the ladybug who tries to be helpful when planning her friends birthday party, but

### **APPENDIX 4a**

Appendix 4A

## CALCULATIONS: ASSIGNMENT # 2

Scale factor for my project will be:

 $l'': \frac{1}{2}$  (write it on your graph paper too)

Shape # 1 is a: hex pism\_ 3 dimensional

hexagon on drawing

Dimensions of the actual shape:

rangth: 3.5"

Width: 4"

Scale calculations (2 proportions below for length and width):

 $\frac{Length}{1.5} = \frac{3.5}{x} \qquad \frac{1}{.5} = \frac{4}{x} \\ x = 1.75'' \qquad x = 2''$ 

Shape # 2 is a: Rect prism3 dimensional

Rect on drawing

Dimensions of the actual shape:

Length: 3,2"

Width: 2"

Scale calculations (2 proportions below for length and width):

Length =	width=
1 = 3.2	$\perp = 2$
.5 X	•5 X
X=1.6"	x= 1"



### **APPENDIX 4**

Shape #1 is a:	Shape #2 is a:	
3 – D (on my creature)	3 – D (on my creature)	
as a polygon on my drawing	as a polygon on my drawing	
Dimensions of the actual shape: (in inches)	Dimensions of the actual shape: (in inches)	
Length = Width =	Length = Width =	
Scale Calculations: (2 proportions below: 1 for length and 1 for width):	Scale Calculations: (2 proportions below: 1 for length and 1 for width):	
Shape #3 is a: 3 – D (on my creature)	Shape #4 is a:3 – D (on my creature)	
as a polygon on my drawing	as a polygon on my drawing	
Dimensions of the actual shape: (in inches)	Dimensions of the actual shape: (in inches)	
Length = Width = Scale Calculations: (2 proportions below: 1 for length and 1 for width):	Length = Width = Scale Calculations: (2 proportions below: 1 for length and 1 for width):	

**APPENDIX 5** 

# Creativity and Effort Rubric

	Extending	Achieving	Developing	Beginning
Effort Creativity	<ul> <li>Complete</li> <li>Detailed</li> <li>Great pride in work</li> <li>Work is beyond what is expected</li> <li>Shows personal touch</li> <li>Many new and original ideas; unique</li> <li>Does not look like all the others</li> <li>Eye Catching</li> <li>Exemplary use of color, texture, shapes and spacing of materials</li> </ul>	<ul> <li>✓ Complete</li> <li>✓ Detailed</li> <li>✓ Pride in work</li> <li>✓ Work is what is expected</li> <li>✓ Some original ideas</li> <li>✓ Visually appealing</li> <li>✓ Good use of color, texture, shapes and spacing of materials</li> </ul>	<ul> <li>✓ Some part not complete</li> <li>✓ Little detail</li> <li>✓ Work is a little less than what is expected</li> <li>✓ Some new ideas or improvements, but most is predictable</li> <li>✓ Some parts visually appealing</li> <li>✓ Experimenting with the use of color, texture, shapes and spacing of materials</li> <li>✓ Experiments with creating a new model</li> <li>✓ Seems familiar and not new.</li> </ul>	<ul> <li>✓ Some parts not complete</li> <li>✓ Little to no detail</li> <li>✓ Work is not what is expected</li> <li>✓ Project looks forced</li> <li>✓ Lacks accuracy and/or clarity</li> <li>✓ No original ideas; relies on existing models or ideas</li> <li>✓ Not visually appealing</li> <li>✓ None or very little use of color, texture, shapes</li> <li>✓ Materials are not connected effectively</li> </ul>
Neatness	<ul> <li>✓ Patiently completed</li> <li>✓ All parts are well attached</li> <li>✓ Well organized</li> </ul>	<ul> <li>✓ Completed</li> <li>✓ Parts are attached, but not securely</li> <li>✓ Clean and neat</li> </ul>	<ul> <li>✓ Completed in a hurry</li> <li>✓ Parts are wobbly</li> <li>✓ Work is a little messy</li> </ul>	<ul> <li>✓ Not completed</li> <li>✓ Parts are falling off</li> <li>✓ Not organized</li> <li>✓ Messy work – not clean</li> </ul>
	✓ Clean and neat	✓ Organized		and neat



# PERIMETER AND AREA

**APPENDIX 6** 

Perimeter – Polygon 1 Shape:	Area – Polygon 1 Shape:
Sketch your shape here and then determine the perimeter.	Sketch your shape here, show the formula you will use, and then show your work.
Write on your drawing P =	Write on your drawing A =
Shape:	Area – Polygon 2 Shano:
Shape	Shape
Sketch your shape here and then determine the perimeter.	Sketch your shape here, show the formula you will use, and then show your work.
Write on your drawing P =	Write on your drawing A =

## APPENDIX 6 - part 2

Perimeter – Polygon 3	Area – Polygon 3
Shape:	Shape:
Sketch your shape here and then determine the perimeter.	Sketch your shape here, show the formula you will use, and then show your work.
Write on your drawing P =	Write on your drawing A =
Perimeter – Polygon 4 Shape:	Area – Polygon 4 Shape:
Sketch your shape here and then determine the perimeter.	Sketch your shape here, show the formula you will use, and then show your work.
Write on your drawing P =	Write on your drawing A -

# **VOLUME AND SURFACE AREA OF RECTANGULAR PRISM**

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All volumes and surfac drawing!	e areas are o	f the actual creatures, not the scaled	
Length :	Width :	Height:	
Surface A	rea	Volume	
Formula:		Formula:	
Write on your drawin	g SA =	Write on your drawing V =	



**APPENDIX 8** 

#### TRIANGLE 1: TYPE OF TRIANGLE \_\_\_\_\_

SCALE CALCULATIONS:

TRIANGLE 2: TYPE OF TRIANGLE \_\_\_\_\_

SCALE CALCULATIONS:

TRIANGLE 3: TYPE OF TRIANGLE \_\_\_\_\_

SCALE CALCULATIONS:



**APPENDIX 9** 

Perimeter of Triangle # \_\_\_\_\_.

Sketch it here and then compute the perimeter.

Area of Triangle # \_\_\_\_\_.

Sketch it here. Formula you will be using: \_\_\_\_\_\_. Compute the area.

### APPENDIX 9 (cont'd)

Perimeter of Triangle # \_\_\_\_\_.

Sketch it here and then compute the perimeter.

Area of Triangle # \_\_\_\_\_.
Sketch it here. Formula you will be using: \_\_\_\_\_\_\_. Compute the area.

### APPENDIX 9 (cont'd)

Perimeter of Triangle # \_\_\_\_\_.

Sketch it here and then compute the perimeter.

Area of Triangle # \_\_\_\_\_.

Sketch it here. Formula you will be using: \_\_\_\_\_\_. Compute the area.

# **APPENDAGES**

**APPENDIX 10** 

Appendage #1 will be your cylinder.		
Cylinder Height =	Cylinder width (diameter) =	
Scale calculations:		
Height:	Width:	
Appendage #2 is a		
If it is identical to appendage #1, you can write "same" below.		
Height = Wio	1th (diameter) =	
Scale calculations:		
Height:	Width:	

## APPENDIX 10 (cont'd)

Appendage #2 is a		
If it is identical to another appendage, you can write "same as appendage #" below.		
Height =	Width (diameter) =	
Scale calculations:		
Height:	Width:	
Appendage #2 is a	·	
If it is identical to another a	ppendage, you can write "same as appendage #" below.	
Height =	Width (diameter) =	
Scale calculations:		
Height:	Width:	



### **APPENDIX 11**

Sphere – determine the diameter from the circumference. Measure the circumference and then use a formula to determine the diameter. Formula to use: \_\_\_\_\_\_.

Scale calculations using the diameter:

Circumference of the circle you have drawn on your graph paper to represent your sphere.

Formula:

Calculations:

Area of the circle you have drawn on your graph paper to represent your sphere.

Formula:

Calculations:



**APPENDIX 12** 

#### DIAMETER OF ACTUAL CIRCLE #1:

Scale calculations: (use the diameter and proportion)

Circumference of scaled circle #1		
Formula:		
Work:		
	Area of scaled circle #1	

Formula: \_\_\_\_\_

Work:

### APPENDIX 12 (cont'd)

DIAMETER OF ACTUAL CIRCLE #2:

Scale calculations: (use the diameter and proportion)

	Circumference of scaled circle #2
Formula:	
Work:	

Area of scaled circle #2		
Formula:		
Work:		

### APPENDIX 12 (cont'd)

DIAMETER OF ACTUAL CIRCLE #3: \_\_\_\_

Scale calculations: (use the diameter and proportion)

Circumference of scaled circle #3	
Formula:	
Work:	
Area of scaled circle #3	
Formula:	
Work:	