

**Project 6.3.6 Birdhouse Needed****Implementation Steps:**

	<i>Teacher</i>	<i>Student</i>	<i>Time</i>
1	Prepare Materials: Per student: <ul style="list-style-type: none"> • Computer with internet access • 2 copies of <i>Drawing Template</i> • Blank sheet of paper • Colored stickers <ul style="list-style-type: none"> • <i>Project 6.3.6 Evaluation Rubric</i> • <i>Birds of North America Playing Cards</i> 	<ul style="list-style-type: none"> • Pencil • <i>Agriscience Notebook</i> 	Before class
2	Pass out Birds of North America Playing Cards – give one card per pair of students.	Review card, identify characteristics of birds, look at bird name and record bird characteristics such as habitat needs, location, food, etc. after research using sites indicated on worksheet.	10 min.
3	Instruct students to research a birdhouse design that meets needs of their specified bird. Then have students sketch the bird house.	Research and sketch birdhouse design.	7 min.
4	Review how to draw a scale from previous lessons. Direct students to take their sketch from previous step and draw to scale. Please note to include all sides.	Sketch design of birdhouse to scale using drawing template.	7 min.
5	Direct students to review another group's bird description and sketch and offer constructive feedback	Peer review bird information and sketch & offer helpful feedback.	4 min.
6	Bill of Materials – Students will have to generate a bill of materials explaining cost of all supplies. Then student groups will compare costs with 2 other groups and then as a class to ensure realistic cost.	Generate bill of materials. Compare with two other groups and as a class	25 min.

7	Comparing Birdhouses – follow instructions on part 6 of worksheet.	Compare birdhouses and offer helpful feedback	10
8	Extension: If time permits, students will actually construct their birdhouses in the woodshop after passing safety exams. They will stay in partner teams.	Take safety tests for wood shop Construct birdhouses in partner teams.	3 class periods. (can be adjusted depending on time constraints)