## Sample Fast & Fun Activity

Each of our Field Videos has an associated Fast & Fun Activity. They are a great way to extend the Go<sub>2</sub>Science adventure! These activities are designed to be highly engaging and easy to implement.

These activities are perfect for:

- hands-on enrichment;
- building engagement;
- varied learning styles;
- out-of-schools and summer programs;
- nurturing a love for science & global education; and
- providing supplemental classroom activities when you don't need to meet specific standards.

The attached Fast & Fun Activity is Mission: Rainforest in Panama.





**Zip Line**Day 10 Activity
All Ages

#### **Overview & Goal**

Overview: Create zip lines that safely transport Beth and Curtis from the highest point you can reach to the ground safely, stopping at platforms along the way.

<u>Goal</u>: To use the design process to build and refine a mini-zipline system. Engineers used this process to construct ziplines scientists use zip lines to study the rainforest canopy.

#### **Materials Needed**

- Clothespins
- Markers
- Paper landing platform (provided)
- Marker harnesses (provided)
- Zip line: try fishing line, string, yarn, etc. for different results
- Optional: duct tape, pipe cleaners, cotton balls

#### **Main Event**

- 1. **Plan it!** As a group or in teams, decide where their zipline course will start and where they'll put platforms. Have them think about how to securely fasten the lines without damaging things.
- 2. **Build it!** Affix one end of the string to the topmost platform and the other end to the next platform. Be sure they run their line through the clothespin spring before both ends are secured. Attach a platform at the low end of each section of their zip line course.
- 3. **Test it out!** Attach the marker and harness to the highest clothespin on their zip line with the tip of the marker facing the next lower platform. Uncap the marker and give it a light push to set it in motion. If the marker stops before the platform, Beth or Curtis is stranded! If the marker leaves a mark on the platform, Beth or Curtis crashed! Have them make adjustments and try again! Once the section of the zip line course is safely traversed, move the marker and harness to the next section and keep on going!

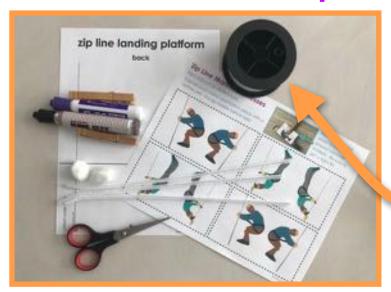
<u>Reflection</u>: Ask them what was the hardest part of getting Beth or Curtis safely to the platform. Discuss why. What design worked best?

#### More Fun!

String art! Put nails, pins, or tacks into a bulletin board and arrange them in different shapes (trees, leaves, rainforest animals, or other shapes). Then, wind colored string or yarn around the tacks to make colorful designs. Use the string to outline a design, fill a space, or both!

Mission: Rainforest! - Day 10 © 2023 Go<sub>2</sub>Science

### **Materials and Prep**



The materials for this activity are pretty simple, but there are two key ingredients: spring clothes pins and good line. We used fishing line and had great results!

Assemble landing platforms for each zip line or move one from platform to platform. Have a few spares on hand for the testing phase!











Wrap pipe cleaner around a pencil to create optional springs to soften the landing.

Vary slope and tautness to alter speed!

Run line through spring!







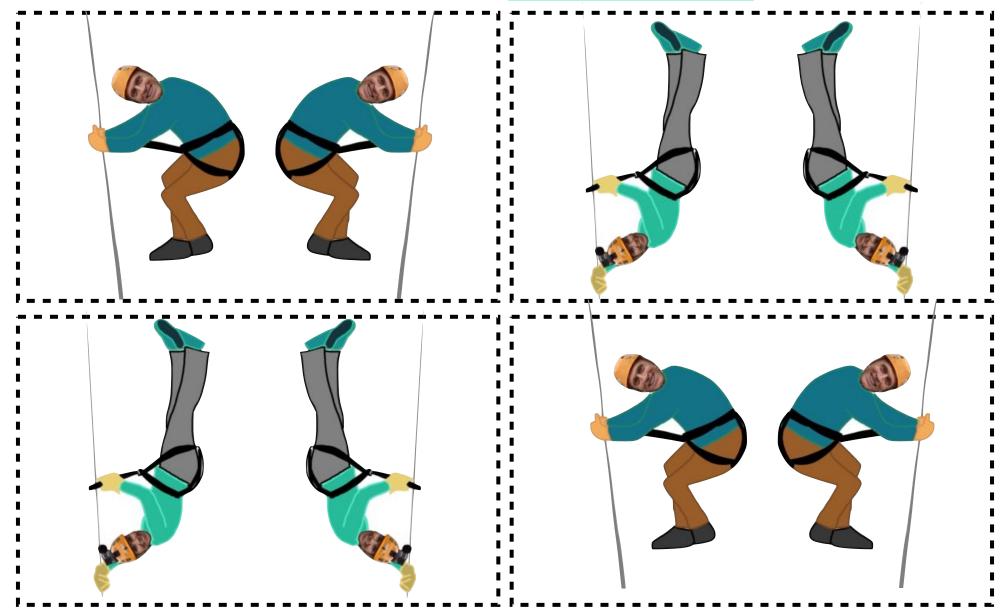
## **Zip Line Marker Harnesses**

Print and cut on dotted lines.

Fold around marker and hold in place with a clothes pin! Uncap marker before ride!



Fold the top edge down to snugly fit around narrower markers. Be sure to get a tight fit!



# zip line landing platform

back

fold line

base