

## Catapults- Program Highlights

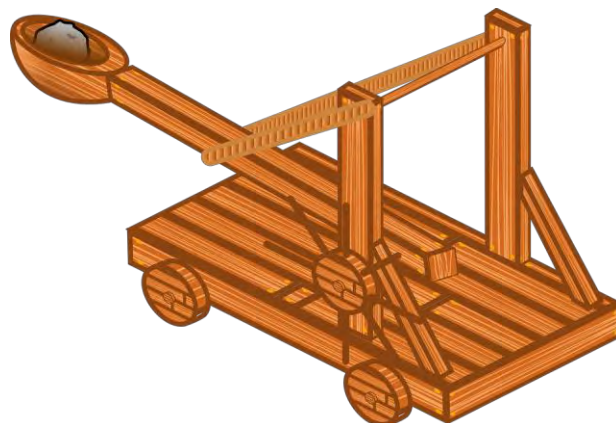
Grade: 4    Length: 2 hrs    Number of volunteers requested: 3-4    Student Booklet: Yes

Please refer to [www.tpet.ca](http://www.tpet.ca) for a complete list of SLE's covered in this field trip!

### Activities:

#### **Whole group: Its Medieval Madness!**

- What's a siege machine and how does it work? Who used them and why? Find out when Miss. Medieval comes to your classroom!
- Theme based story and introduction to catapult building.



#### **Station 1: The Mangonel**

##### **Volunteer English Language Proficiency: ★★**

- This ancient machine could hurl rocks, trees or even livestock hundreds of yards. **First figure out how this machine works then adjust the design for maximum hurling distance and accuracy!**

#### **Station 2: The Trebuchet**

##### **Volunteer English Language Proficiency: ★★**

- How is a trebuchet different from a mangonel? Does it use a different kind of lever? What is a counterweight? Students first test then evaluate and adjust a tabletop trebuchet. **Will adding more weight help you hit the target?**

#### **Station 3: The Ballista**

##### **Volunteer English Language Proficiency: ★★**

- Students examine a model Ballista. They test it out and adjust the tension.
- Will they be able to slay the dragon? Students practice firing the ballista at a model dragon.

#### **Station 4: Catapult Building-presenter**

##### **Presenter runs this station**

- **Become your very own Medieval Machine Master! Students build their own working wooden catapult to keep and take home.**

#### **Closing activity: Review Your Catapult Wisdom!**

- General discussion and review questions about each station.