



MUSEUM OF EARLY
TRADES & CRAFTS

Simple Machines

(1st to 2nd Grade)

NJ STUDENT LEARNING STANDARDS

NJ Social Studies Learning Standards:

6.1.2.HistoryCC.3: Make inferences about how past events, individuals, and innovations affect our current lives.

Next Gen Science Learning Standards:

ETS1.A: Asking questions, making observations, and gathering information are helpful in thinking about problems.

K-2-ETS1-1: Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

PROGRAM OBJECTIVES

Students will:

1. Identify and define the six kinds of simple machines.
2. Examine artifacts from the past to understand how these tools represent early technology.
3. Communicate effectively while presenting information to classmates.
4. Explain how people used simple machines to solve problems without electricity or other modern technologies.