Design a Helpful Garden Machine

Plan, sketch and label a machine that helps with a small garden job.

1. Choose one garden job.



☐ Water a plant



☐ Collect fallen leaves



☐ Carry small pots

My machine will help by:

2. Sketch your machine and label at least two parts.

Show how it moves or stays steady. Use arrows to link labels to parts.

My machine is called: _____

3. Explain how one part helps.

There are many possible designs. On the next page, try a pretend test.

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Try, talk about what happened, then improve one part.

4. Try a pretend test with a grown-up.

Paper, an empty box and tape can help you make a pretend model. Work with a grown-up.

Water a plant:
Show where pretend water would travel. Use a finger to follow the route.

Collect fallen leaves:
Try moving three paper leaves into a paper tray.

Carry small pots:
Use three paper circles as pretend pots. Try carrying them in a model tray.

Our test: _____

What happened? Tell or write one thing you noticed.

5. Improve one part. Draw the change below.

Add a label and an arrow to show what you changed.

6. Try again. Did your change help? How do you know?

Paper pieces and pretend actions are enough. Tell a grown-up your ideas.