



Smithsonian

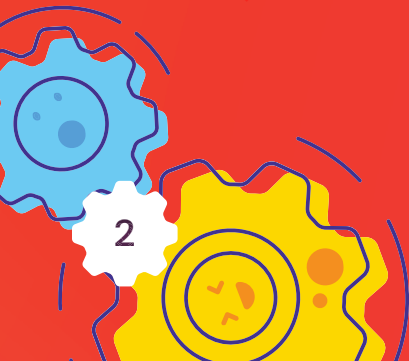
# Playing with Wind



Elizabeth Austen

Blow, wind, blow!

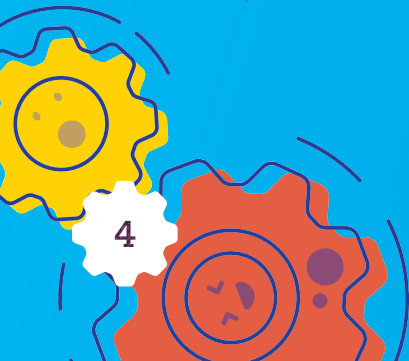
For Review Only





Fly, kite, fly!

For Review Only

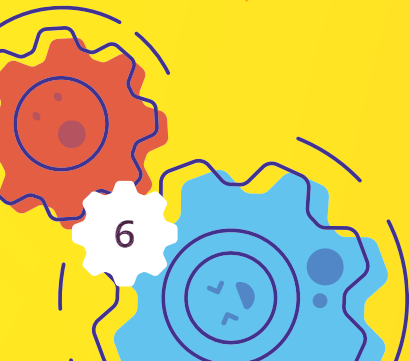




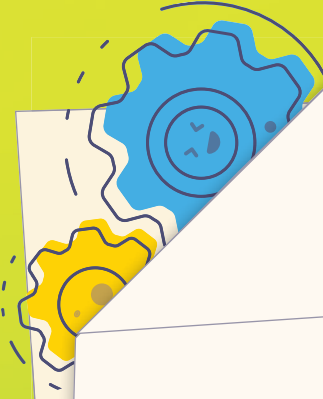


Stop, wind, stop!

For Review Only







# STEAM CHALLENGE

## The Problem

It is your job to test wind direction. How can you tell where the wind is blowing?

## The Goals

- Make a device to see which way the wind blows.
- It can be made from any materials you like.
- It should blow easily in the wind.





## **Research and Brainstorm**

Learn about wind.



## **Design and Build**

Draw your plan. Build your device!



## **Test and Improve**

Use the device to test wind direction. Then, try to make it better.



## **Reflect and Share**

What did you learn?

