PROGRAM

How to Catch A Mouse

ARTIST NAME

Airigami

AVAILABLE FORMATS

- ☐ Performance
- ■ Single Workshop
- ☐ Multi-Session Residency Workshop

GRADE LEVELS

- ☐ Pre-K
- ■ K – 2nd
- ■ 3rd – 5th
- ☐ 6th – 8th
- ☐ 9th – 12th

MAX NUMBER OF PARTICIPANTS

In-Person: 300
Virtual: 300

PROGRAM LENGTH

40 minutes

PROGRAM DESCRIPTION

This is a presentation that combines math, science, art, and fun. Balloons are used to construct a Rube Goldberg-style mousetrap intended to solve the problem of a mouse on the loose. Student volunteers are invited to participate in building the working machine. It's a dynamic way to teach kids how machines work and inspire them to eagerly set the trap in motion for themselves. The show is ideal for elementary school assembly programs and children's museums.

CURRICULUM STANDARDS

This program supports these NYS or Next Generation Learning Standards:

Contact Arts for Learning WNY for more information.
(716) 881-0917 | info@artsforlearningwny.org

EDUCATIONAL OBJECTIVES

Student will gain knowledge about levers, wheels, pulleys, gears, inclined planes, and screws - the basic units used to construct all larger machines. By working with an unusual medium, students learn that these machines can be made out of anything and see uses for them that are not always obvious.
Students are encouraged to build problem solving skills by trying to work out ways of using the basic machines to construct a working mousetrap..

LOGISTICS/EQUIPMENT

Can be done in classroom or on stage. Stage is preferred for visibility. Will use 40x15 stage area if available. Minimum space needed 20x10. Power needed for artist's sound.

VOCABULARY

Simple machines - the most basic machines used in the construction of all other machines, consisting of lever, wheel, pulley, inclined plane, and screw.

Friction - resistance felt between two objects rubbing against each other.

Force - strength or energy used to move something.

Gravity - a force of nature that pulls everything to the ground.

POST-PROGRAM ACTIVITIES & RESOURCES

Identify the things that make the balloon mousetrap different from and similar to other machines the students are familiar with. Try to recreate the mousetrap on paper or with another medium.
Discuss other unusual machines designed to solve common problems. Some groups may wish to design a new Rube Goldberg style machine to do another simple task.
Downloadable review booklet: http://howtocatchamouse.com/review-booklet/

ARTIST BIO

Artists Larry Moss and Kelly Cheatle have been creating ‘full-blown’ installations that enchant both young and old for over thirty years. Airigami projects like Elastic Park, Balloon Manor, and Fantastic Flying Octopus have been the subject of much local, national, and international media attention. Their unique fine art and award-winning illustration work has been showcased around the world. Airigami's STEM-focused programming has appeared on stages, at festivals, and at maker faires and events on several continents. Their achievements have been recognized by The Wall Street Journal, the Associated Press, CNN Headline, PBS, Smithsonian Magazine, Ripley’s Believe It or Not!, The Martha Stewart Show, NBC’s ‘Today Show’, and they have appeared at the White House multiple times.