



# **Catapults: Integrating All Core Subjects into the Technology Classroom**

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# Michelle Hendrick

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- Principles of Technology, Engineering Design, and Presentation, Architectural Design
- 11 years of teaching experience  
(3 MS and 8 HS)
- Mom of 2: Alex (3<sup>rd</sup> grade) and James (1<sup>st</sup> grade)
- Family of Teachers: Maverick Football and Soccer
- Small world: I teach where I graduated...

# Jan Jenkins

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- Animation, Principles of Information Tech, A/V Production
- 27 years teaching experience (all at Madison)
- Mom of 2: Chris – Fireman and Lori (college)
- GranJan to Emma and Livi
- “Life is good” 😊

# What are we trying to achieve?

- Assisting the core subjects with real world, hands-on activities that engage our students...
- Enhancing our course TEKS to keep students interested in CTE courses
- Show the value of the core subjects to our students and that it applies in “real life”

# Relating to the core subjects

- Researching a topic, effectively gathering information, and writing summaries for ELA
- Reinforcing scale, spatial visualization, and geometric reasoning for Math
- Understanding force, motion, momentum, and Newton's Laws for Science
- Incorporating the history of siege machines and their importance to later technological advancements for Social Studies

# How do I apply this in my classroom?

- Even if you don't feel you can add the construction component into the unit... DO it virtually!
- Free “interactive learning tools” AKA online games, will bring in the concept without the mess/expense
- Continually search for new sites, information, and ideas to add.

# Websites we have found

- [www.globalspec.com/Trebuchet](http://www.globalspec.com/Trebuchet)
- [http://www.warwicksiege.com/flash\\_game/flash\\_game.asp](http://www.warwicksiege.com/flash_game/flash_game.asp)
- [http://www.forgefx.com/casestudies/prentice\\_hall/ph/catapult/design-test-simulation.htm](http://www.forgefx.com/casestudies/prentice_hall/ph/catapult/design-test-simulation.htm)
- <http://military.discovery.com/randr/games/catapult/catapult.html>
- <http://www.pbs.org/wgbh/nova/lostempire/trebuchet/destroywave.html>