For additional lesson ideas, see Teaching Opportunities by Game Phase, Sample Lessons and Math in Content Standards Alignment.

Many of the lesson ideas can easily involve two or three subject areas. See Teaching Strategies for ideas on ways to integrate the program into different teaching environments.

Science/Technology

How the Subjects Fit

Scientific principles and technological application can be evidenced throughout the home building process. A knowledge of the principles of physics, an understanding of the behavior and effects of natural phenomena and an appreciation of the importance of ecological balance are key to sound decision-making in real home building, and in the program.

Building Homes of Our Own is an interactive CD-ROM that uses technology to create a simulation of real-world processes. Through the program, students are learning to use technology to gather and analyze information, make decisions and solve problems.

As they advance through the home building process, students also learn how technology changes and impacts our daily lives.

Lesson/Discussion Starters

- What is the role of the "scientist" in shaping everyday, real world endeavors? Use the experts in the program as a starting point for an exploration of careers in science, and real world applications of scientific knowledge.

- What kinds of natural phenomena/climatic or soil conditions affect homes and home building in your area? In the Lab (See Game Elements and Icons), students will find animated demonstrations and detailed explanations of natural occurrences that affect communities and man's attempts at mitigation.

- Ask students to select one of the lab examples and apply it to recent events in your area or elsewhere in the country by creating a report that outlines the problem and details the solution or remedy. How do people adjust to/plan for a hazardous living environment?

- Have students research a "smart" house (one in which even normally manual functions can be "computerized.") Contact a local builder or developer to locate a smart house students could tour. Identify and discuss the scientific principles behind the various devices and systems.

- Explore the Science/Technology connection as it relates to home building. Technological applications have solved problems, created new opportunities and also created new problems. Ask students to choose an aspect to investigate, based on what they are learning as they go through the program.

For additional lesson ideas, see Teaching Opportunities by Game Phase, Sample Lessons and the Science and Technology sections in Content Standards Alignment.

Many of the lesson ideas can easily involve two or three subject areas. See Teaching Strategies for ideas on ways to integrate the program into different teaching environments.