CityWorks Exhibit Worksheet Grade 3 – 5
Deep Dive Exploration – 60 minutes

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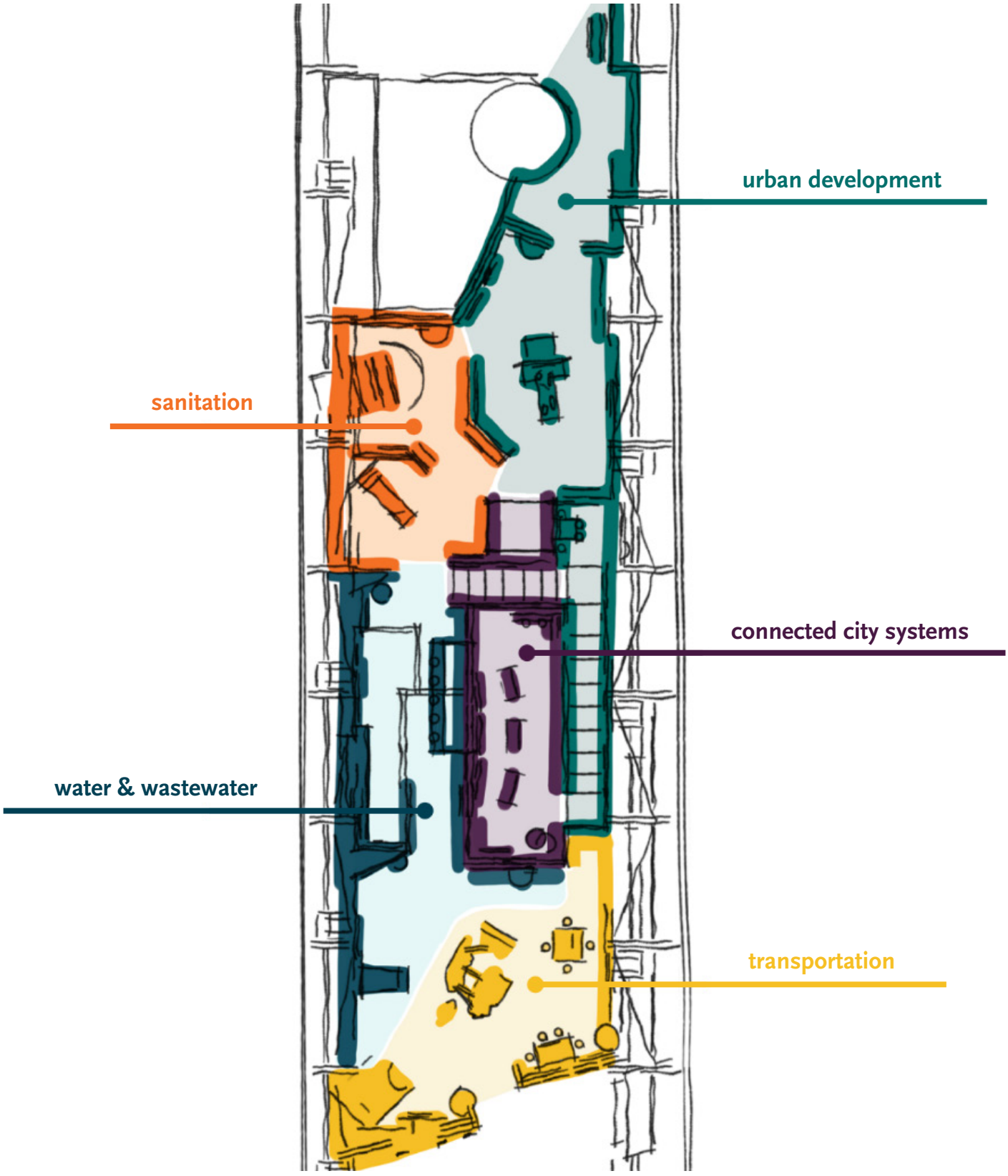

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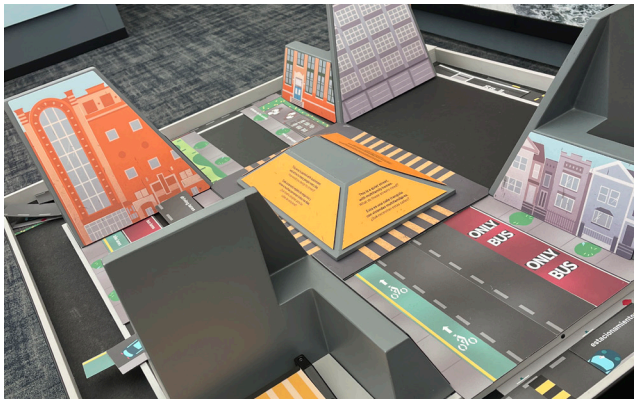

Transportation

Visit the Design a Street exhibit in Transportation exhibit area. There are four street design challenges to try out. Check off below which challenge you choose to design:

- ☐ The area that has a school and playground.
- ☐ The area that is packed with businesses and attracts many people every day.
- ☐ The industrial area that sometimes floods.
- ☐ The quiet street with multifamily homes.

Street Feature	*How does your street design support the needs of your neighborhood?*
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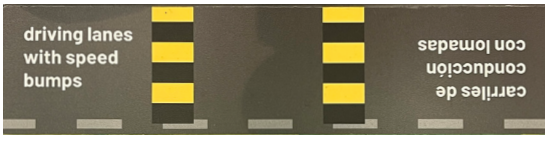
☐ 	
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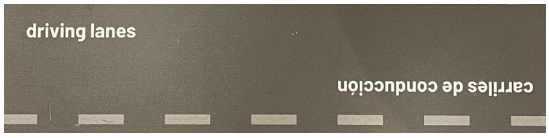
☐ 	

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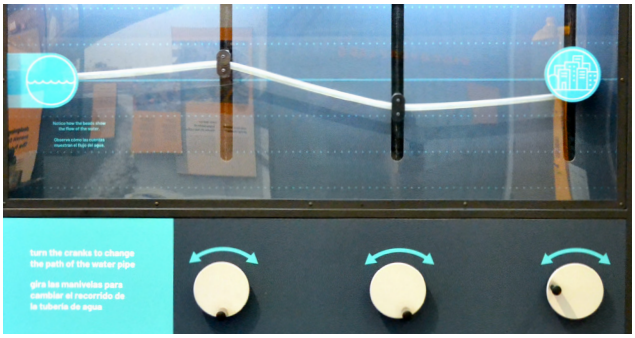
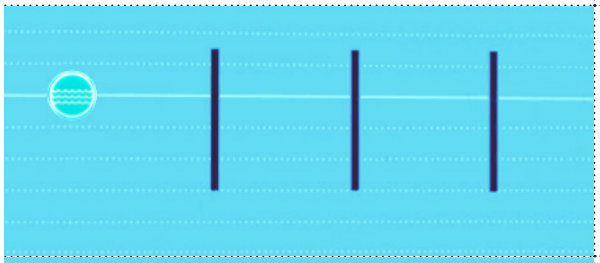
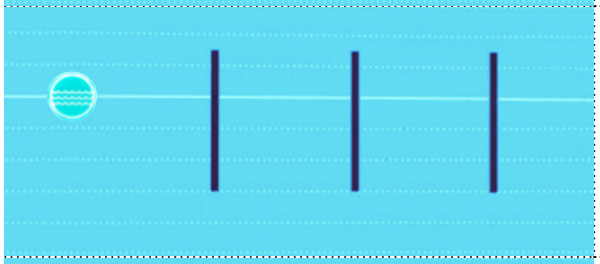
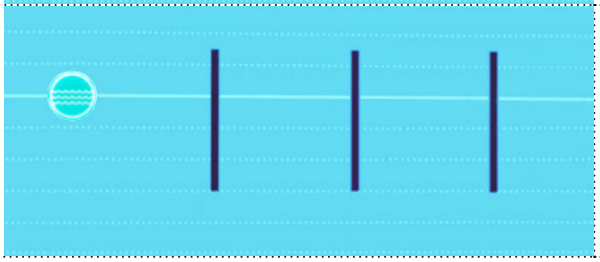


Water and Wastewater

Visit the Gravity Flow exhibit in the Water and Wastewater exhibit area. Turning the cranks will adjust the height of the water pipe.

Test out three different configurations and draw them on the chart below. Observe the flow of water demonstrated by the moving beads for each configuration.

Draw the path the water took through the tube. Use a circle to show the height of the city, and lines to show how you set the cranks.	*Describe what happens to the water flow with this path.*
	
	
	

Which of the paths you created worked best for continuous water flow to get from the aqueduct to the city? Why do you think that one worked best?

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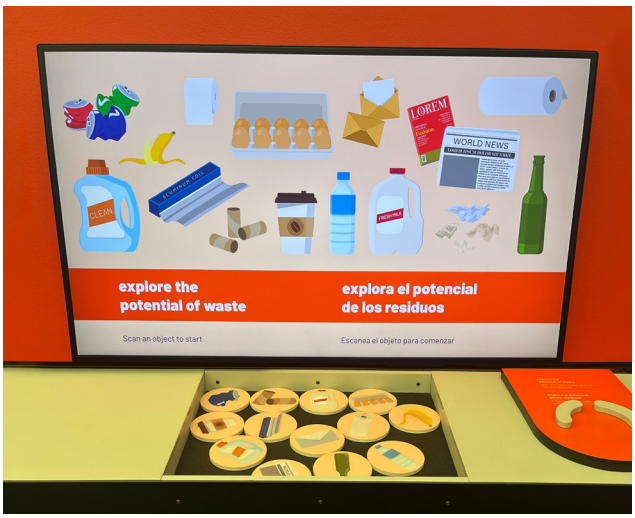

Sanitation

Visit the Wastestream Journey Scanner exhibit in the Sanitation exhibit area. Scan different items to see how they are reused or recycled, and track each object's journey through processing facilities. How are their journeys similar or different?

Use the table below to note what happens to plastic, glass or paper, and organics once they become waste.

Object	Reduce	Reuse	Recycle	Compost

What items do you recycle at home or at school? Describe how you recycle or reuse these items.

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Urban Development

Visit the Skyscraper Engineering exhibit in the Urban Development exhibit area. Using the building pieces provided, build a sturdy skyscraper on top of the different types of "bedrock."

The table includes holes where the pieces can be connected to the bedrock. Use them to design your own tall and stable building. Test your skyscraper by gently tapping or shaking it.

Bedrock Surface	*How did the bedrock surface you built on affect your skyscraper? If you didn't notice a difference, why do you think that might be? (For example, was your building short or very stable?)*
Black shallow bedrock	
Dark gray strong bedrock	

How did the bedrock surface you built on affect your skyscraper?

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My reflections. After exploring the rest of the exhibits in CityWorks:

What is one part of the CityWorks exhibit that reminded you of something in your own neighborhood (do you have a bodega cat too)?

What did you learn about how your city works that was surprising?

If you could improve a system or add a new system in your community, what would it be?