



Looking at Artifacts Worksheet

(accompanies *Searching for Objects in the 3D Village* lesson plan)

Observation Warm-Up: Exploring the Store

Explore the Asa Knight Store and find two items. One of your items should be pinned with a description. The second item should be one without a pin.

1. Pinned item
 - a. Read the pin. What is the name of the item you chose?

 - b. What is it used for?

2. Mystery Item
 - a. Draw a picture of the mystery item from the store here.

 - b. What do you *hypothesize* this item could be used for? What makes you think that?

Part I: Familiar items

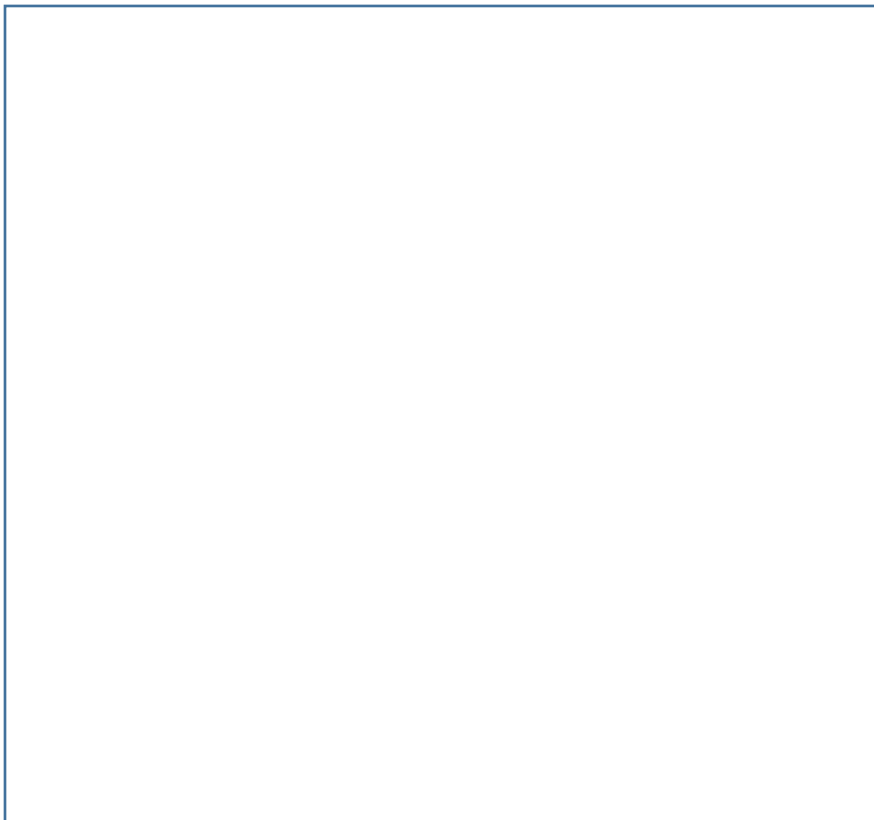
Using the 3D tour, students must choose one item that fits the description. Record the item and the location you found it. Why does it fit the description?

Description	Item/ Location	Why does it fit the description?
Find something used to keep you healthy		
Find something that can be used when eating		
Find something for cooking		
Find something that can be written in		

Find something that can be worn		
Find something for a hobby or for fun		

Extension: A Mystery Item

Optional. Your last task is to find an item in the Village that puzzles you. It can be from any location on the tour. Draw a picture below, and then make three *observations* about the object’s material(s), appearance, location, or other factors. For example: it is made of wood.



Observations

- 1.

- 2.

- 3.