Looking at Artifacts Worksheet

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

Observation Warm-Up: Exploring the Store

Explore the AsaKnight 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?*

<table>
<thead>
<tr>
<th>Description</th>
<th>Item/ Location</th>
<th>Why does it fit the description?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Find something used to keep you healthy</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Find something that can be used when eating</td>
<td></td>
<td></td>
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<tr>
<td>Find something for cooking</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Find something that can be written in</td>
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<td></td>
</tr>
</tbody>
</table>
Observations

1. 

2. 

3. 

**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.