



## Catching the Wind: Designing Windmills

### Lesson 4

---

### Title: The Best Windmill

Grade Level: 5

Written by: Timothy Harkins  
West Elementary, Andover, MA

Prep Time: Under 15min  
Lesson Time (1): 15 Minutes  
Lesson Time (2): 60 Minutes

---

#### Lesson Description:

Students write a story about the windmill they created in lesson 4 and how it is used to solve a problem.

#### Strands:

- All language arts standards

#### Standards:

- Students use spoken, written, and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion, and the exchange of information).

#### Objective:

Students will create a fictional story where the windmills they designed will be required to do work and solve a problem.

#### Materials:

- Each student:
  - Windmills created in Lesson 4
  - Pencil
  - Lined paper

#### Lesson Plan:

1. Have the students review their observations of all the windmills made in lesson 4.
2. Discuss the best design features of each windmill.
3. Review the fictional components of the story "Leif Catches the Wind."
4. Brainstorm some other uses for a windmill besides adding water to a fish pond. Have students select one of the uses of a windmill and write a fictional story.
5. Optional: Have students peer edit. Have the students illustrate how the windmill solves the new problem.

**Reflection:**

This lesson worked well for a writing extension. Students had a difficult time coming up with another use for a windmill. Therefore step four was added.

**Assessment:**

The finished writing piece is assessed for content and conventions.