Episode: 2

Title: Cell Transport Using Spheros Time: 60 minutes

DCI:	CCCs:	Practices:
	Structure and Function	Ask Questions
Plan and carry out an investigation to determine	Cause and Effect	Make and Use Models
how cells maintain stability within a range of	Patterns	Plan and Do Investigations
changing conditions by the transport of materials	Systems	Analyze Data.
corresp the cell membrane. Emphasize that large	Energy and Matter	Use Math
and small particles can pass through the cell membrane to maintain homeostasis. (LS1.A)	Stability and Change	Construct Explanations
	Scale, Proportion, and Quantity.	Argue from Evidence.

Whole Standard Phenomena: Salmon living in freshwater and saltwater

Anticipated Questions: How can the cells in salmon maintain homeostasis in both freshwater and saltwater?

Supporting Phenomena: Molecules enter and leave cells via the cell membrane and the principles of active and passive transport.

Teacher Clarity

Students Will...simulate 3 types of cell transport using Sphero Bolt robots.

So that they can...understand the similarities and differences of each method.

Students will know they've got it when...they successfully drive their Sphero into or out of the cell according to the type of cell transport that was called for and explain their rationale.

	Student Does:	Teacher Does:
Gather	 Connect to and pick up their Sphero. Aim their Sphero. Play the Cell Transport game. When simple diffusion is called they move into the cell over the tape (cell membrane) until there are too many Spheros in the cell; then they move out of the cell because of the concentration gradient. When facilitated diffusion is called they move into the cell over ONLY through the tunnels until there are too many Spheros in the cell; then they move out of the cell because of the concentration gradient. When facilitated diffusion is called they move into the cell over ONLY through the tunnels until there are too many Spheros in the cell; then they move out of the cell because of the concentration gradient. When Protein Pump is called they move into the cell over the ramp (representing the need for energy to get over the hump). Sometimes this 	 Rearrange the classroom so there is a large open area. Create a boundary for the Spheros (rope, pool noodles, insulation tubing). Clean the floor and make the cell membrane with tape on the floor including tunnels (cut up 2 liter bottles) and ramps. Prepare the Spheros so they are charged and ready to connect. When students are ready to play, the teacher or another student calls out different cell transport methods: simple diffusion, facilitated diffusion, and protein pump.

	will be called to enter the cell and sometimes to exit the cell.	
Reason	Students answer questions and come up with scenarios to play the next round. For example what if this is the cell of a salmon in freshwater or saltwater?	 The teacher pauses the game to ask clarifying questions as needed. What is simple diffusion? Can all molecules enter/exit by simple diffusion? Why or why not? What is a concentration gradient? What is facilitated diffusion? Can all molecules enter/exit by facilitated diffusion? Why or why not? Can all molecules enter/exit by facilitated diffusion? Why or why not? What is a protein pump? What is needed for molecules to enter/exit through a protein pump? Which types of cell transport are passive? Active? What is the structure of the cell membrane? What is the function of the cell membrane?
Communicate	Students turn to their neighbor and explain the types of cell transport.	

Formative Assessment: At the end of the activity the teacher asks questions and the students have to turn their Sphero a certain color meaning they know the answer.	 Materials, resources, handouts, etc: 1. Sphero bolts 2. Tape, tunnels, ramps 3. Rope for the boundary
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