 Beacon Architecture mobile project



**Essential Questions.**

*What does balance mean in the physical world?*

*How can we balance objects in a complex arrangement of levers and fulcrums?*

**Design Task.**

Your job is to first design on paper (at least ten sketches of possible mobiles), then build 2 mobiles inspired by Alexander Calder:

**Mobile #1:** a smallish mobile of less than 10 connections

**Mobile #2:** a larger mobile of more than 10 connections

Guidelines. Your mobiles must…

* be able to rotate and move freely
* be carefully constructed
* be in balance

**Common Core Standards:**

*G-MG: Modeling with Geometry. Appling geometric concepts in modeling situations.*

I encourage you to “borrow” ideas from the following Calder library:



















