

# FEEDING STATION 1: **The Cruncher**

1. Read “**The Cruncher**” information page.

2. Variables to consider:

- Number/size/type of cookies
- Placement of cookie
- Criteria to meet to successfully “feed” on cookie

3. Place a cookie on a paper towel for each member of your group.

4. Use the tools provided to break off a chunk of the cookie and crunch it to very small pieces. No hands allowed! Compare effectiveness with other utensils in inventor’s box. Which tool was the easiest to break the cookie and create crumbs?

5. Create an appropriate table to record your data for Station 1. Eat the rest of your cookie. Can you make scrape marks on the cookie like this reef fish makes on coral?

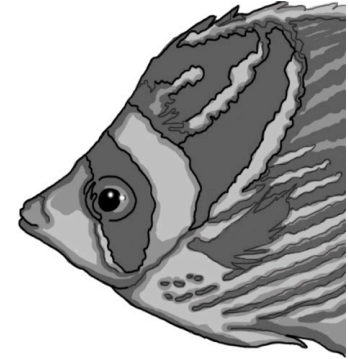
6. Repeat trials to validate data.

7. Clean the tools and prepare the station for the next group.



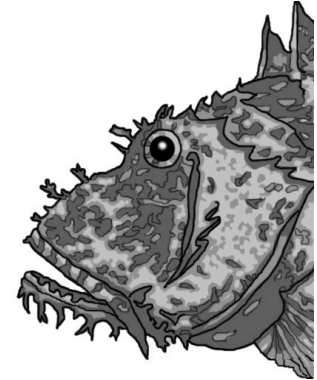
# FEEDING STATION 2: The Picker

1. Read “The Picker” information page.
2. Variables to consider:
  - Size of hole in egg carton
  - Type/size of worms
  - Depth/number of worms
  - Time (seconds) allowed to “feed”
  - Time required to capture all worm
3. Use the tools provided in the inventor’s box to compare effectiveness of mouth parts.
4. Does the effectiveness of tool vary with the depth of the worm?
5. Create an appropriate table to record your data (e.g. number of worms, time for feeding) for Station 2 ..... then eat your worms.
6. Repeat trials to validate data.
7. Clean the tools and prepare the station for the next group.



# FEEDING STATION 3: The Point-of-Viewers

1. Read “The Point-of-Viewers” information page.
2. Variables to consider:
  - Direction of feeding (i.e. pointing up or down toward food)
  - Type/size of food
  - Criteria to determine successful “eating” (e.g. time to bite/swallow entire gummy ring hanging above your head or to scrape off all the cream filling from an Oreo.....NO HANDS)
3. Eat the cookie following these directions:
  - a. Divide the cookie in half by twisting the two halves so that the cream is only on one side and place the two halves on a paper towel on the table.
  - b. Use your teeth to scrape off the cream filling. No hands!
4. Now, eat the gummy ring following these directions:
  - a. Tie one end of a piece of string to the gummy ring.
  - b. Have a lab partner hang the ring above your head.
  - c. Grab the ring with your mouth.
  - d. Vary the food height or distance above their mouth as they are feeding.
5. Create and appropriate table to record your data.
6. Repeat trials to validate data.
7. Clean the tools and prepare the station for the next group.

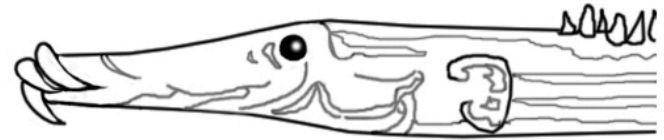


# FEEDING STATION 4: THE SUCKER

1. Read “THE SUCKER” information page

2. Variables to consider:

- Number/size of raisins
- Depth of water / size of tub
- Number of stirs to create turbulence
- Criteria to determine successful “feeding”
- Recording time to suck 1 raisin, or 5/10 raisins, or all raisins in tub



3. Place a handful of raisins in the tub of water.

4. Stir the water with the spoon, so that the raisins move around.

5. Use different utensils/tools from the inventor’s box to suck up a raisin as it moves by.

6. Create an appropriate table to record your data for Station 4.

7. Repeat trials to validate data.

8. Clean the tools and prepare the station for the next group.