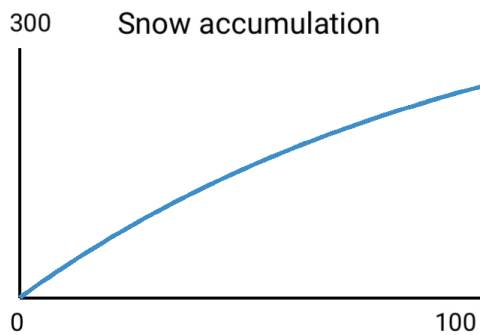


Micro-Lesson: Let it Snow with *Splash!*

Imagine fluffy, white snow falling in the woods and as a result, lots of people - young and old - becoming inspired to start rolling massive snowballs. Perhaps if they can find that magical hat, Frosty himself will return! With this simple model you can explore how snow accumulating affects how many snow people are built.

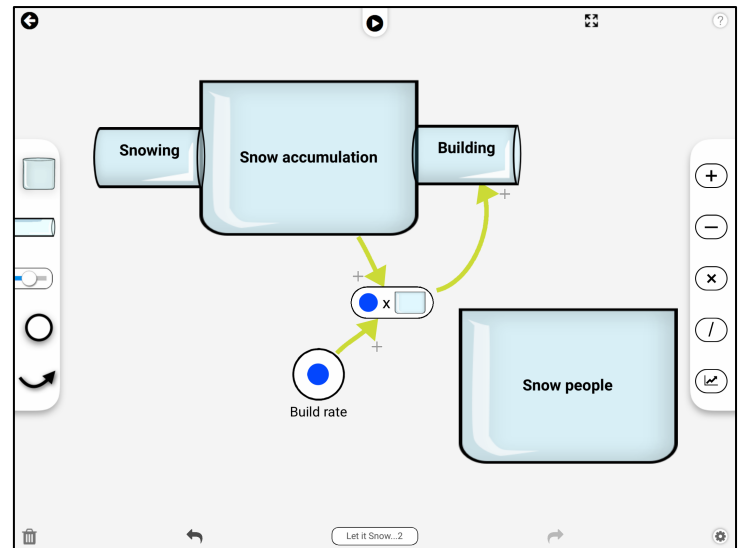
INSTRUCTIONS

1. Get *Splash!: A New Way to Play* on your mobile device or tablet.
2. Create this model with settings as shown (or download a copy).
Settings: Snow accumulation = 0
Snowing = 4
Build rate = 0.1
Snow people = 0
3. Run the model. You should see a graph similar to the one here.



4. Explore questions and ideas.

To learn more about the *Splash!* app, to order instructional materials, or to donate to support continuing development, click [here](http://www.clexchange.org/splash/)¹.



Questions/ideas to consider:

1. What happens if it snows more (increase Snowing) or less (decrease Snowing)?
2. What happens if people can build snow people faster (increase the Build rate).
3. What would happen if the snow ran out?
4. What else works like this - when you need a resource to complete a product?
5. Can you add in some parts to show what happens when the snow (and snow people) melt?
6. How could you adjust this model, so it takes more snow to build each snow person?

¹ <http://www.clexchange.org/splash/>