Once upon a time, three little pigs set out to build houses.

The first little pig made a straw house.
Along came the big, bad wolf.
The wolf called out, “Little pig, little pig, let me in!”

“Not by the hair on my chinny-chin-chin!” cried the little pig.
So the wolf huffed and puffed.
He blew the straw house down.
The little pig ran away as fast as he could.

The second little pig made a stick house.
Along came the big, bad wolf.
The wolf called out, “Little pig, little pig, let me in.”

“Not by the hair on my chinny-chin-chin!” cried the little pig.
So the wolf huffed and puffed.
He blew the stick house down.
The little pig ran away as fast as he could.
The third little pig made a brick house.
Along came the big, bad wolf.
The wolf called out, “Little pig, little pig, let me in.”

“Not by the hair on my chinny-chin-chin!” cried the little pig.
So the wolf huffed and puffed.
He blew and blew.

The brick house did not move.
It did not fall down.
Finally, the wolf gave up.
He left and went far, far away.

The other little pigs ran to the brick house.
Then the three little pigs cheered, “Hooray!
The big, bad wolf is gone!”
ACTIVITY 1

Strong House

Challenge: Design a home that the big, bad wolf can’t blow down.

Tell children they will build a house for the three little pigs—one that the big, bad wolf can’t blow down. Ask: How could you keep a house from being blown away? Have children write their ideas and draw their plans on their planning sheet. Then have them do the activity. Afterwards, have them complete their sheet. Discuss which ideas worked, which didn’t, and how they can improve their designs.

DIRECTIONS

1. Gather the materials you need.
2. Build your house for the three little pigs. Use your plan from your planning sheet.
3. Put three toy pigs in the house.
4. Now, pretend to be the big, bad wolf. Blow on the house as hard as you can. (Or use a fan or blow dryer instead.)
5. Blow on the house two or three more times. Does the house stay up? If not, how can you change it so it won’t blow away?

MATERIALS

- Strong House planning sheet (p. 5)
- tagboard, plastic and foam cups, cardboard boxes, sturdy paper plates and bowls, cardboard tubes, tall chip canisters, craft sticks, sturdy straws, play dough, tape
- toy pigs or other animals
- fan or blow dryer (optional)
ACTIVITY 3

Wind Works

Challenge: Create something that will work when you blow into it or at it.

Ask children: What things need air to work or to move? (Some examples are a horn, whistle, pinwheel, sailboat, or bubble-blower.) Tell children they will create something that moves or works when they blow air into it or at it. Have children write their ideas and draw their plans on their planning sheet. Then have them do the activity. Afterwards, have them complete their sheet. Discuss which ideas worked, which didn’t, and how they can improve their designs.

DIRECTIONS

1. Gather the materials you need.
2. Make your wind device. Use your plan from your planning sheet.
3. How is your device supposed to work—by blowing into it or at it? Blow to test it.
4. Does your device work? If not, how can you change it to make it work?

MATERIALS

- Wind Works planning sheet (p. 7)
- foam trays, foil, craft sticks, straws, pipe cleaners, plastic soda bottles, foam and plastic cups, plastic funnels, plastic flip-top lids (from condiment bottles, toothpaste tubes, etc.), plastic tape-roll rings, plastic thread and ribbon spoons, metal Mason jar rings, plastic strawberry baskets, cardboard tubes, spring-type clothespins, tagboard
- paper fasteners, tape
Strong House

**Challenge** Design a house that the big, bad wolf can’t blow down.
Build your house. Blow on it. Does it stay up?

**My Idea**

<table>
<thead>
<tr>
<th>My Plan (Draw here.)</th>
<th>Materials I Need</th>
</tr>
</thead>
</table>

**Did my idea work?**
- yes
- no

**How can I make my design better?**
A Working Windmill

Challenge: Put the big, bad wolf’s strong blows to work! Design and build a windmill that works.

**MY IDEA**

**My Plan** (Draw here.)

<table>
<thead>
<tr>
<th>Materials I Need</th>
</tr>
</thead>
</table>

**Did my idea work?**

- yes
- no

**How can I make my design better?**
Wind Works

**Challenge** Create something that works when you blow air into it or at it. Then make and test your idea.

**MY IDEA**

My Plan (Draw here.)

<table>
<thead>
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Did my idea work?

- yes
- no

How can I make my design better?