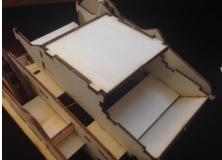
Tank lesson plan # 5



Before starting the lesson, check all prior parts.

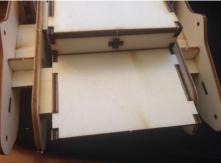
Then, break and file down the parts as shown in the photo.



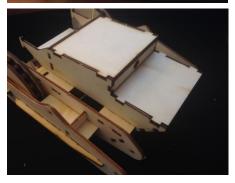
Start with the large square, glue it on the top



Then the smaller part with the cross crack. Make sure this part is glued correctly and properly.



Glue the last part to its place



This is how the model should look after gluing all 3 parts. Make sure to check all models before continuing.



Gently break the parts shown in the picture

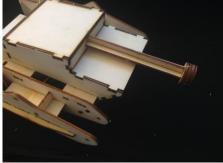


Glue the long parts when they're crossing each other.



Insert and glue the 3 circles on the longer edge of the cannon.





Glue the cannon to its place



Now, we are going to unscrew the 30 screws out of the wheels.

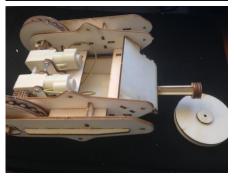
Leave the screws to the kids, collect all the lock nuts back



One by one, take out the screws and collect the nut



Do the same for all wheels



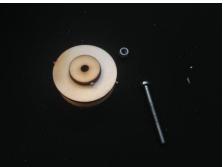
We are going to assemble the wheels on to our model

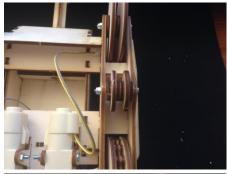


After finishing both large wheels, assemble the small wheels in the middle.



The large wheel goes in the front. Let the kids use the 30 screw they just took out of the wheel. Hand the kids a nylock locknut and a plastic wrench. The screw comes from the outside, and the nylock from the inside. Make sure after the students tighten the screw that the wheel can spin freely.





This is how it should look like. Before continuing make sure all kids have the wheels assembles correctly and the screws are in the right direction.



Both sides





Hand the kids 2 black rubber links (bands).

Assemble the bands so it goes through all 3 wheels, and sits correctly on the cog wheel.



Hand each student 1 control box





Pull the wires through the model and connect them to the control box, Explain to the kids that if their model is going backwards they can just switch the wires.



Hand each student 1 rubber band



Hold the control box with the rubber band.

MAKE SURE EACH STUDENT RECEIVES 1 REMORE CONTROL