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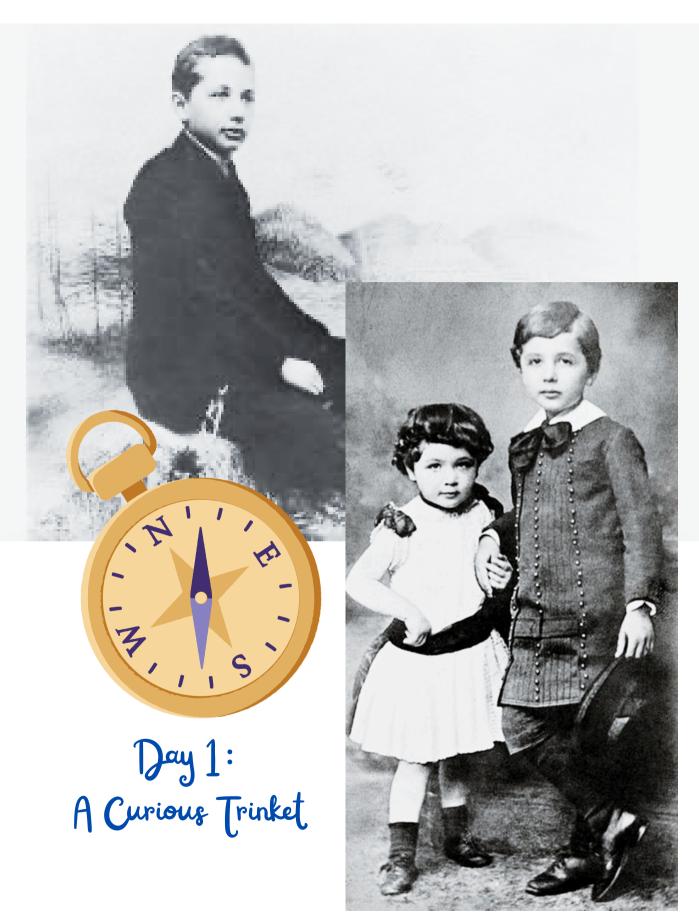
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Engineering - Explore effects of strength of a push or a pull (Motion and Stability: Forces and interactions K-PS2-1). Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.

Physics- Explore the effects of magnetism (Motion and Stability: Forces and Interactions 3-PS2-3). Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.





Day 1: A Curious Trinket Interactive Story Ideas!



Background scene:

Play this video in the background on a big screen, smart board, or laptop. Germany 4K - Scenic Relaxation Film With Calming Music https://www.youtube.com/watch?v=li-_BLtq58w



Storytelling Role-Play: 1-5 sand dollars each (2 students to help cut out props and 6 students to role play)

Choose 3 girl volunteers and 3 boy volunteers to be Albert, Tiger, his mother, his father, the station master, and the headmaster. Tell students to listen for their parts.



New word: 1-5 sand dollars

(Students can earn a sand dollar for discussion participation)

Compass: A compass is a tool that helps us find directions. It has a magnet inside that makes it always points north towards the North Pole.

*Remind the students that they can earn a sand dollar if they tell you some time during the day what the new word means. If they get it wrong, remind them of the definition and have them try again in a few minutes.



Day 1 Albert Einstein: A Curious Trinket

"Alle einsteigen! (All aboard!)" calls the station master. "Chug-chug-chug-chug," goes the train.

It is 1884 in Ulm, Germany, a land of castles, forts, trains and newly invented cars.

One little boy is watching the cars and trains out of his window. Five-year-old Albert is sick today. He feels just as sad as his house cat Tiger does when it rains. He tries doing things he loves, like listening to fairytales or building a card house (Cards prompt, try to build a small house) but—Achoo!—all the cards fall down when he sneezes.

Albert's father, Hermann, hands him a shiny, golden compass. (Compass prompt, explore and investigate the compass) Albert loves the small needle! No matter which way he turns it—left, right, or in between—it moves to point at the big, red N. How does it always do that, he wonders. He wants to solve the mystery.



Questions/Reading discussion: 1-5 sand dollars (Students can earn a sand dollar for discussion participation)

Ask: What does Albert find interesting about the compass?

Example: He wants to know how the needle always points to the N.

Ask: Can you guess what the N in the compass stands for?

Example: North!

Day 1 Albert Einstein: A Curious Trinket

One day, while playing the violin with his mom (Violin bow prompt, play the violin), he says: "I don't think in words, Mama. I think and dream in pictures and music. Is that bad?"

Pauline smiles, "Dream in music, my dear. It's not bad to be different."

Albert loves Math and whizzes through sums (Math book prompt), but hates that he can't ask questions at school. Soon, his family has to move to Italy, leaving Albert to finish school with the scowliest headmaster in the world.

"You are...slow," the headmaster scowls over his monocle (Monocle prompt, look grumpy) at Albert.

Even though Albert enjoys learning, he doesn't like the strict rules around him or the unkindness. He wants to ask questions, without worrying about being punished. He misses his family.



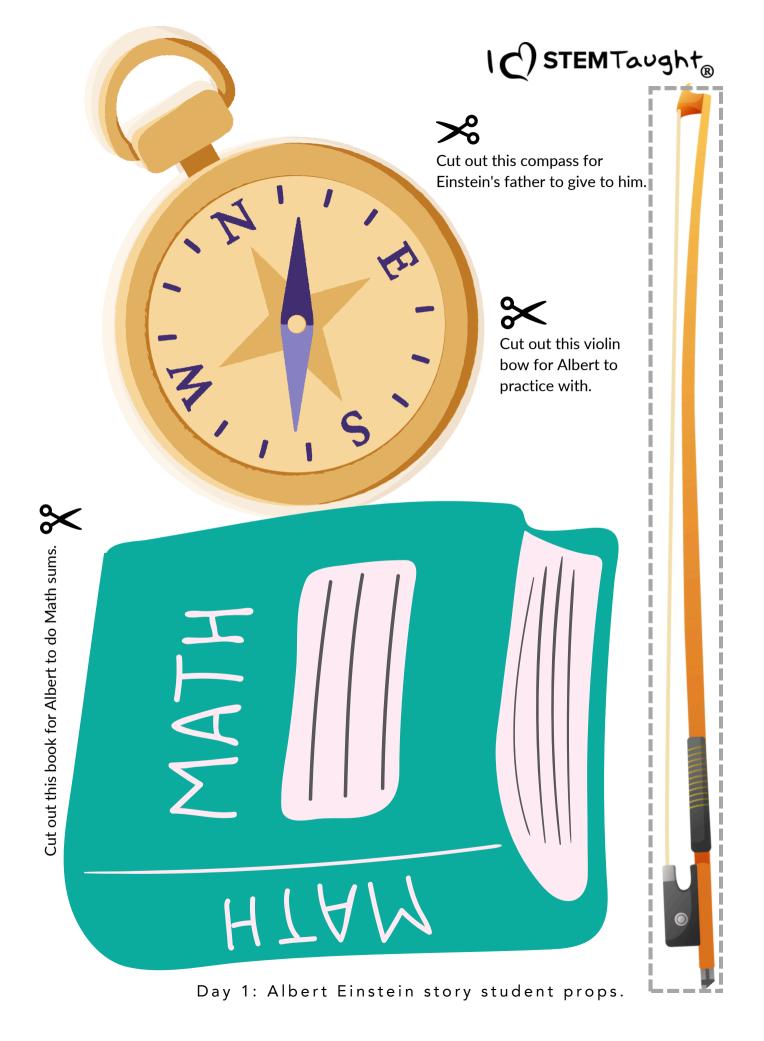
Questions/Reading discussion: 1-5 sand dollars (Students can earn a sand dollar for discussion participation)

Ask: What are some things Albert likes?

Example: Listening to fairytales, building card houses, his compass, asking

Ask: Share some of the amazing things that make YOU special!

Example: Answers will vary. Gently steer the conversation towards the idea that every person on the planet has amazing things that make them special and unique.



Albert: Explore the compass and turn it around. Test it out.

Albert: Study and explore, write equations.



Day 1: Albert Einstein story student props.

Station master:

Blow the whistle and shout,"All aboard!"

Albert: Build a tower with the cards, try bending them gently first. Sneeze and make them fall down!

Albert: Build a tower with the cards, try bending them gently first. Sneeze and make them fall down!

Albert: Build a tower with the cards, try bending them gently first.
Sneeze and make them fall down!

Albert: Build a tower with the cards, try bending them gently first. Sneeze and make them fall down!

Headmaster:

Look through the monocle, scowl and huff and puff at Albert. Albert: Build a tower with the cards, try bending them gently first. Sneeze and make them fall down!