



# Summer Camp

## Exploring Africa Day 1

TK- 2ND GRADE

### WELCOME

(5 min)

**Instructions:** Welcome your students to camp. Be friendly, ask a question, give a high five or thumbs-up! Pass out any fun camp gear, bottles, journals, etc. Say, "This month we will be exploring various places and the animals that live there. Today we get to go on an imaginary expedition to Africa!"

### GAME TIME

(40 min)

#### Materials:

- Open area or grassy playing field
- Various objects to put in the playing area such as balls, toys, boxes, water bottles, ect

### PLAY "YOU'RE ONLY SAFE IF..." (TAG GAME)

**Objective:** Play this game to welcome your students to summer camp. This game is a variation of tag in which students can only be tagged when away from a safe zone or island. During the game, the safe island will change between different objects as directed by the game leader.

**Prepare:** Place some objects outside in an open or grassy play area. Examples of objects could be water bottles, various balls, toys, or a box.

**Instructions:** Before beginning the game, ask students to observe the play area. What do they see? Do they see toys, trees, grass, clover, dandelions, or a ball? Explain that any of these objects can become a "safe island" to avoid being tagged when the game leader who is "It" calls out the name of that object. Students must run to that object and touch it, or touch someone who is touching the object, to be safe and avoid being tagged. When the game leader calls out the name of an object, for example, "a clover flower," players must find and run to a clover flower. "It" will try to tag players before they reach a clover. Whoever gets tagged will become a tagger and join the person who is "It." Once players have made it to a safe object, the game leader/"It" will call out the name of the next safe object. Once most of the players have become taggers, the game can end or begin again.

### ART TIME

(45 min)

#### Materials:

- Camp journals
- Crayons, colored pencils
- Student printouts
- Stamps and stamp pads for airport role play

### MAKE YOUR AIRPORT DOCUMENTS

**Objective:** Each student will make a pretend passport for the trip to Africa along with other documents that they can use in their pretend airport play.

**Instructions:** Say, "A passport is a document needed to travel to another country. You will draw a pretend passport in your camp journal." Have your students write PASSPORT at the top of a left page in their camp journal along with their name & age. Have you students pair up in groups of two, and draw a portrait of their partner in their partner's journal. Leave the right page blank for expedition travel stamps.

Hand out the other airport documents (Student printouts) for students to color and cut as they prepare their pretend airport.

## ART TIME

(30 min)

### Materials:

- Airplane window PDF
- Soft pastels or crayons
- Drawing clipboards

## AIRPLANE WINDOW ARTWORK

**Objective:** Each student will make a piece of artwork showing what they would see looking through an airplane window.

**Instructions:** For each student, print one airplane window printout, get clipboards to draw on outside, and pack pencils, pastels, or crayons.

- Go outside to color. Look up! Say, "We are going to make a pretend airplane so that we can fly to Africa. First, we need to make the windows. What do you imagine you could see from an airplane window? Let's look up in the sky and draw what we can see." If it is a clear day, have them include the tree tops in their drawing of the sky.
- Emphasize to the students that white is a color! Look for different shades of white in the clouds. Look at different shades of blue in the sky.

## STEM TIME

(60 min)

### Materials:

- Chairs/desks
- Flight snacks
- Camp journal
- (Optional) passport stamps

## BUILD A PRETEND AIRPLANE & FLY TO AFRICA

**Instructions:** Build a class airplane. Say: "Let's build our plane now and fly to Africa! We can use desks, chairs and other materials to make your airplane. Work together as a team and be creative. Make sure everyone has a seat and there are two chairs for the pilots."

- Remember to hang up your airplane windows.
- Pass out/show the flight simulation pages and let students role play. If they are too young to read, help them know the different roles and give them some ideas to start their play. Have fun taking turns stamping passports and playing the captain and the flight attendants.

\*Remember to let the students direct the play and create their own kid rules and roles at the airport. You as the teacher can sit back and enjoy watching them be creative but also help if needed. Imagination is the most important skill to develop for a STEM discipline.

- Take a picture of their airplane for their camp journals.
- Once the students are seated, they can help make the noises of an airplane taking off. Once they are in the air you can have some students act as flight attendants and pass out snacks and water.
- Say: "Now that we are in the air we will watch a six minute in-flight movie. Try to remember the animals that you see in the movie." Show the movie, African Safari 4K - [https://youtu.be/P8frC\\_cLLD4](https://youtu.be/P8frC_cLLD4)

## ENGINEERING

(60 min)

### Materials:

- Legos

## LEGO BUILD

**Objective:** Build with Legos!

**Instructions:** Work as a team to build a mini airport and planes. Students can create luggage carts and suitcases etc. Get creative and have fun building!