



Summer Camp

Into the Outback Day 9

TK - 3RD GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Say, "Today we are going to go on a bug hunt, program our robots, and cool off with a water day!"



Remind students they have the opportunity to earn sand dollars when they complete a task, help another student, help set up or clean up, write in their journal, read a book, etc. Tally the amount of sand dollars that each student earned from helping and record it on the weekly pay role sheet.

ART TIME

(60 min)

Materials:

- Clipboards
- A4 paper
- Markers
- Microscopes (optional)
- Petri dishes or test tubes

BUG HUNT

Objective: Students will go outside and draw the bugs they see.

Instructions:

1. Watch the in-class video.
2. Take the students outdoors, and allow them time to observe the bugs and draw them on paper.

*Optional- The students may want to collect a bug in a test tube or petri dish and look at them under the microscopes. They may also want to use the microscopes to help them create more detailed pictures of the bug they have collected. Be sure to have the students release the bug where they found it when they are done observing it.

ROBOTICS TIME

(75 min)

Materials:

- Robots (1 per student)
- Legos
- Remote controls (1 per robot)
- Edison scan code sheet
- Large (about 3'-6') piece of butcher paper
- Blue markers and crayons
- Rubber bands to help the students affix a marker or crayon to their robot

CODE YOUR ROBOTS TO COLOR A SWIMMING HOLE

Instructions: Say: "It's so hot in the Outback! Our robots are going to be artists today, and will help us color a giant swimming hole for them to enjoy. Then you get to take the colors off your robot, and get ready to play. Program it to swirl and swim, but try to have it stay in the swimming hole."

1. Pass out Legos and rubber bands to each student so they can engineer a way for their robot to hold a marker/crayon.
2. Provide scan code sheets for students to scan the barcodes and code their remote to their robot.
3. Place out a large piece of butcher paper so that the robots can drive around with their attached colors and color a giant swimming hole. Various shades of blue can be used to simulate water. Have the students and robots work together to create the swimming hole masterpiece to play in.

FREE TIME

(40 min)

Materials:

- Books
- Board or card games
- Various art supplies for students to decorate their journal with

WATER TIME!

(60 min)

Materials:

- Refer to the "Water Games Printable" document for materials
- Paper or plastic cups
- 2 large Buckets
- 2 metal pie pans or shallow dish
- 2 large foam dice
- 4 bags of reusable water balloons
- Music

GAMES, BOOKS, AND JOURNAL

Instructions: Allow students time to connect with each other through a fun game or let them choose to read or draw/write in their journal. Find a student that will let you highlight their journal page and show the class what they've done to help inspire the class with their good idea.

EXPERIMENT WITH WATER!

Instructions: This is your special water day! The last 10-15 minutes is clean up and drying time! Have an amazing water day!

TK-2nd

Hot Potato Water Ball

Leaky Cup Relay

Roll a 6 or 2 and Splash

The games can be found online in the extra resources tab for this day. You will need at least 1 hose to help fill the buckets or small tubs.

Each activity will be 15 minutes long. Some may take a bit longer, and that's okay. If you choose to do 2 games, then it is best to do 25 minutes, and 3 games 15 minutes. If there is more than one class per water session, then it is best to alternate games. Before starting the activity, you will need to explain to the students the directions from the Water Games Printable.

Now it's time for some water fun! Encourage the students to be respectful, work together and have a blast!

