



# - STEM Taught Camp - I'm a Scientist

## Eugenie Clark: Day 1

Grades: 4-8

### WELCOME

(5 min)



**Introduction:** Welcome your students to camp. Be friendly. Say: "Over the next month we will be learning about different scientists and the impact they have had on the world. Each week we will feature a different scientist. Let's see how interesting and fun science can be!"

Remind students that they can 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.

### STEM READERS THEATER

(30 min)

- Act out story: 15 min
- Discuss story: 5 min
- Activity: 30 min

#### Materials:

- Print one copy of "Day 1: Magnificent Sharks"
- Three pairs of scissors
- One roll of tape



Eugenie Clark story.

### READ SWIMMING THROUGH TIME WITH EUGENIE CLARK, DAY 1: MAGNIFICENT SHARKS

**Prepare beforehand:** Print out one copy of "Day 1: Magnificent Sharks" from the story. Print one coloring page for each student from the "Student Sheets" section. Gather scissors and tape.

#### What you'll do:

1. **Set up storytelling props (10 min):** Call up volunteers to help with the readers theater. Ask students to cut out the story props found in the story document. Remember to tape the headband ends together to fit a child's head. Students that are not helping with the story setup can color their coloring pages while they wait.
2. Gather all students and have them sit to listen to the reader's theater. Ask students to leave their coloring pages behind.
3. Assign a volunteer actor to handle each prop for story time.
4. Read the story to your students. Guide your volunteer prop holders in following the acting instructions as you read.
5. Discuss the story with your students following the discussion prompts printed underneath the story text.

## STEM TIME

(30 min)

### Materials:

- Big pack of chalk

## ART

(60 min)

### Materials:

- Black and white construction paper
- White crayons
- Blue and white tempera paint
- Glue

## WHALE SHARK CHALK ART

1. Go outside, measure out 50 feet and draw a life size Whale shark with chalk. Say: "The largest shark is a whale shark. It is about 50 feet long. It's bigger than a school bus! Let's go draw one." Kids may take their papers outside for reference and create shark art with chalk. They can also draw fish or other ocean related things.
2. Ask a few students to help clean up and you can reward them with sand dollar points.

## MAKE A WHALE SHARK

### Set up:

Begin by passing out white paper and crayons to the kids. While they are coloring waves, thin some blue paint with a little water. Put the paint into dishes or paper plates for kids to share.

### Instructions:

1. Use a white crayon on the white paper to color some waves. Make sure to press down firmly.
2. Paint over it with blue paint thinned with water.
3. While that paper is drying, students will cut out a black whale shark and paint white spots on the black shark. Use the eraser end of a pencil or the flat end of a paint brush to dab into paint and onto the shark.
4. Glue on wiggle eyes. Glue shark onto painted paper.

Alternately, kids can create their own underwater creations to put on the class collaborative mural.



## MICROSCOPES SHARK TOOTH LAB

(60 min)

### Materials:

- Meeka microscopes
- Toby tweezers
- Petri dish
- Microfossil sediment
- Lab sheet
- Fossil identification guide

### Instructions:

Say: "Today we will be sorting through fossil sediment that is between 5 to 20 million years old! Our task is to see how many fossils we can find and identify! Remember, every good scientist records their observations and findings. Be sure to draw pictures of the fossils you find, and write down what creature it comes from."

1. Roll the sides of the canvas fossil bag down to make a container. Show students how they will get a petri dish to scoop up some sediment to take to their desk and carefully dump out on their lab sheets. They also get tweezers to help them sort.
2. Let students begin to discover! Give them around 20 minutes of careful observation without the microscopes. Students can use the fossil identification guide to help them identify the fossils. They might find shark teeth, sea urchin spines, shells, barnacles, small teeth, coral, and so much more. Remind students not to take any fossils home. Say: "This is for your school set, and I'm sure you would like other students to be able to enjoy these fossils too. Show me what a careful paleontologist you can be!"
3. After about 20 minutes, bring out the microscopes for the students to look more closely at the microfossils. Instruct them to make a detailed drawing of some of the fossils they have found on their lab sheet. Go around the room and enjoy the excitement.
4. Provide some time at the end to for the students to sort, count, identify, and graph the fossils they have found.



## STEM GAMES

(60 min)

### Materials:

- Board games
- Legos
- Blocks
- Coloring supplies
- Books
- Stacking cups

### Materials:

- Cones
- Jump ropes



## KIDS CHOICE

Allow students time to connect with each other through a fun game or let them choose to read. If the students have not had time to draw/write in their journal, have them take some time to do so now.

### Kids' Choice Instructions:

Choose between options that the teachers have set out: Board games, building with Legos, blocks or other things, reading, coloring/drawing (include ocean related coloring pages), cup stacking.

### Relay Race Instructions:

1. Separate the kids into teams of about 5 players each.
2. Place cones at the starting point and the endpoint in front of each team.
3. About  $\frac{1}{2}$  way through the course, place 2 jump ropes parallel to each other for the players to jump over. This will represent the river.
3. On "GO," the 1st person on each team will run, jump the river, then run to the end cone, tag it, and run back and tag the next player on their team.
4. Then, that player runs the course and returns to tag the 3rd player.
5. Play continues till all players have run. The team that finishes 1st is the winner.