



Summer Camp

Exploring Africa Day 4

TK-2ND GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Say: "Today we get to learn about elephants, go on a robot safari, and have a fun 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.

ELEPHANT MOVIE

(55 min)

Materials:

- Camp journals

LEARN ABOUT DESERT ELEPHANTS IN THE NAMIB

Instructions: Have students draw pictures in their camp journals on interesting things they learn during the movie. Watch the story of a loving and resilient family of elephants. Learn about how these animals have learned to adapt and work together to live in a harsh environment. Talk about what your class learned.

STEM TIME

(90 min)

Materials:

- Robots
- Remote Controllers
- Tape
- Barcodes
- Safari animals and habitats using Legos and play dough

GO ON A ROBOT SAFARI

Say: "Our robots are going on a safari today! You'll use Legos to build your very own animal and its habitat. Then you'll guide your robot through a special route to explore all the wonderful animals you've created and their habitats."

Instructions:

1. Teachers help students prepare and set up the safari experience.
2. Choose a large open room for the safari to take place in.
3. Set up the route the robots will take. The bigger the better!
4. Have the students continue to create the animals and habitats with Legos and play dough. Habitat examples include Rocks, trees, water and food.
5. Space out and set up the animals and their habitats along the safari route.
6. Have the students code their robots to explore the safari!



FREE TIME

(30 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
- Large shallow container
- 2 large buckets
- Plastic sea creatures
- Marbles
- 2 large foam dice

GAMES, BOOKS, AND JOURNAL

Objective: 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.

TK-2nd

- Leaky Cup Relay
- Feet Fishing
- 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!

