



Summer Camp

Voyage to Ulithi Day 11

4-8TH GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Say, "This week we get to travel to some very tiny islands in Micronesia called the Ulithi Atoll." The people on these islands are very friendly and they share everything they own. They depend on their reef for food and are working with scientists to understand how to manage their reef resource. Something you will hear as you sail to the islands is a lot of fun island reggae songs. We will start off our Journey to Ulithi with one of these songs!

MUSIC TIME

(15 min)

Materials:

- Paper
- Ulithian song

https://soundcloud.com/motigtig/one-people-one-reef?utm_source=clipboard&utm_medium=text&utm_campaign=social_sharing

ULITHIAN MUSIC WALK

One People One Reef Song

Players will participate in a fun musical dance walk similar to the game musical chairs. Play the song "One People One Reef" and have fun dancing along to this island reggae song from the Ulithi Atoll.

Instructions: Set out papers for every player in a large circle. Have players stand on a paper. Play the "One People One Reef song and have them walk around the circle. When the music stops, take a paper away. The player without a paper is out. The game will continue in this pattern until only one person is left. Invite those who are out to have a dance party while the game continues.

One People One Reef Song: https://soundcloud.com/motigtig/one-people-one-reef?utm_source=clipboard&utm_medium=text&utm_campaign=social_sharing

MOVIE TIME

(15 min)



STEMTAUGHT VISITS THE ULITHI ATOLL

Instructions: Tell students that they are getting to use some of the same materials that STEM Taught donated to 4 schools on the Ulithi Atoll. Here is a movie about the students on the Ulithi Atoll exploring the outdoors and using some of their new science equipment. STEM Taught was part of the science team funded by National Geographic and working with One People One Reef to study the water temperature, coral health, and fish species on the reef in order to help the people learn how to maintain this precious reef ecosystem that supports their life. Now you can try a fun temperature experiment.

STEM TIME

(60 min)

Materials:

- Tedros test tubes
- Pippi pipettes
- Warm water (room temperature)
- Ice cold water
- Blue dye



STUDY WATER TEMPERATURES

Instructions:

Say: "Sunlight causes warm water lenses to form on the surface of the ocean that create ocean currents and influence weather systems. Today we will simulate this phenomenon in a test tube."

1. Watch the teacher prep video before conducting the lab:
<https://www.youtube.com/watch?v=LT6DY0DMIHU>
2. Prepare 6 water stations for your students outside or in the lunchroom to avoid dye staining your classroom carpet. Each station should have ice water (dyed blue) and warm/room temp water (dyed red) in separate containers.
3. Show students the in-class video:

<https://www.youtube.com/watch?v=ggl9u3XmixY>

4. Pass out one pipette per student and one test tube per student. Students use the pipette to squirt cold (blue) water underneath warm (red) water without letting the waters mix.

Ask: "Which temperature of water floated and which sunk?"

Example: Warmer water floats on colder water. Colder water sinks.

Ask: "What does your warm and cold water lens in a test tube have to do with El Niño weather conditions?"

Example: El Niño happens when the sun's warmth causes a warm water lens to form on the surface of the ocean near the Earth's equator. When winds do not blow at the equator, the warm water spreads out. This condition happens on a large scale in El Niño weather systems just like in your test tube.

FREE TIME

(25 min)

Materials:

- Books
- Various games
- Camp journals
- Art supplies for journal

GAMES, BOOKS, AND JOURNAL

Objective: Allow students time to connect with each other through a fun game. Spend some time reading some fun books with your class, and prompt your students to take a few minutes to write in their journals about what they did that day.

ROBOTICS

(90 min)

Materials:

- Robots
- Why Bricks
- Robot mats
- Remotes
- Happy trash (small pieces of plastic, wrappers, cardboard, etc.)

BEACH CLEAN UP WITH AL

Objective: Say "Let's clean up the beach with our robots today!"

Instructions:

1. Each student gets a robot and creates a build to move happy trash off the beach.
2. Have students code their remotes using the barcodes on the maze side of the robotics mat. Students may also use the clap, bounce in borders, or follow a flashlight barcode if remotes are too difficult.
3. Set up 4-6 mats in an open area such as the cafeteria or multipurpose room. Spread out the happy trash in the middle of each mat.
4. Each student has 1 minute to clean up the trash (push the trash out of the circle) on the robot mat using their robot. Alternatively, if there are a lot of students, you can have multiple students work together to clear out the trash.
5. Make sure to encourage and compliment your students! Have them help with cleanup at the end of the day.