

STEM Taught Camp

I'm a Scientist

Jane Goodall: Day 4 Grades: TK-3

WELCOME

(5 min)

Earn sand dollars



Introduction: Welcome your students to camp. Be friendly.

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 payroll sheet.

STEM READERS THEATER

(30 min)

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

READ JANE GOODALL, DAY 4: A GROWING FAMILY

Prepare beforehand: Print out one copy of “Day 4: A Growing Family” from the Jane Goodall story. Print one coloring page for each student from the “Student Sheets” section of Day 19. Gather scissors and tape.

What you'll do:

Materials:

- Print one copy of “Day 4: A Growing Family”
- Three pairs of scissors
- Roll of tape

1. **Setup storytelling props (10 min):** Call up volunteers to help with the reader's theater for “Day 4: A Growing Family” 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)



CHIMP GAMES

Chimp Recall

1. Play Boys vs. Girls. One boy and one girl will come to the front. You will ask a question about things that have been learned this week. Questions could be about Jane, the chimps, Africa, etc. A bell/buzzer is optional.
2. The first player to answer the question correctly gets a point for their team. Those players sit down and 2 new players will come up. Decide on a winning number, such as: the first team to reach 15 points is the winner.

Suggestions:

- What is a group of chimpanzees called? (troop)
- How old was Jane when she first went to Gombe? (26)
- Where do wild chimps live? (Africa)
- Other than bananas, name something chimps eat. (Fruit, nuts, seeds, insects, leaves, monkeys)
- Did Jane have any children? (a son)
- Where do chimps sleep? (in nests in trees or on the ground)
- Why did Jane's parents call the police when she was young? (she was in the henhouse waiting for the hen to lay an egg and they couldn't find her)
- How do chimps open nuts? (smash them with rocks)
- Who did Jane marry? (Hugo, the photographer)
- Name something chimps are good at. (climbing, swinging, playing)
- What books did Jane like to read when she was young? (Tarzan, Dr. Doolittle)
- Why did some of the chimps get sick in Gombe? (polio, some died, some were paralyzed)
- Name something that the chimps stole from Jane's tent. (clothes, food, blankets)
- How often do chimps have babies? (once every 5 years)
- How much DNA do we share with chimps? (95-98%)
- How do chimps get termites out of the ground? (with a stick)
- How long did the Chimpanzee war in Gombe last? (4 years)
- Who went with Jane to Gombe the 1st time? (her mother)
- What was Jane's son's nickname? (Grub)
- What language was taught to the chimp named Washoe? (American Sign Language)
- Who is stronger, a man or a chimp? (chimp)
- How are chimps different from monkeys? (no tail, bigger, smarter, wider chest, opposable thumbs)



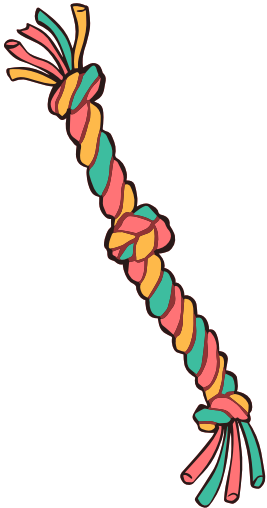
Hula hoop game- Chimp Battle

The Gombe Chimpanzee war was a war between two communities of chimpanzees. It lasted for four years. We are going to have a more fun, friendly battle!

1. Kids choose a partner.
2. Place a large Hula Hoop on the ground, or use a rope. (you can have multiple teams playing at once)
3. Both kids stand in the hoop, back to back, and try to push each other out of the hoop with their bottom, no hands allowed.
4. Kids watching and the kids battling chant "Chimp battle, Epic Story, This is my Territory!"

Tug of War

Chimpanzees are very strong! They show their strength when they play and when they fight. Let's test our strength!



1. Choose teams of about four kids. Opposing team should be equally matched.
2. Use a long rope, or ropes tied together. Mark a center line on the ground.
3. Teams will be at opposite ends of a rope. They will all hold on tight. On "GO" they try to pull the other team over the center line.
4. Ask the kids if they think it makes a difference where the strongest teammates are stationed. Would it be better for them to be at the front of the rope or at the back? Let them strategize.
5. Next group plays.

STEM LAB

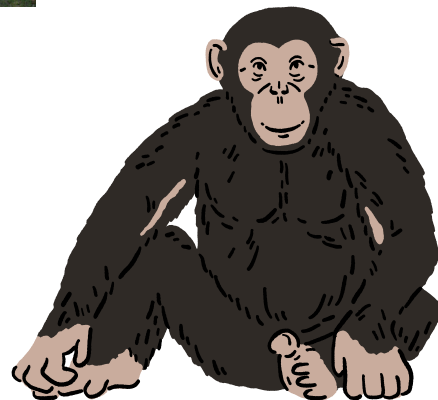
(60 min)

Materials:

- Bamboo
- Sheets
- Clamps
- Tent bungees
- 2 Kea Crates

BUILD A CAMP!

1. The students get to build an outdoor camp that is chimp proof, like Jane used! Choose an area for the students to set up the camp. This can be outside, in a classroom, or in the multipurpose room.
2. Supply the kids with the fort building supplies, and let them build their own structures. The goal is to build a structure, such as a fence or walls, that will keep the chimpanzees out, and that will be a safe place to keep their food and supplies, as well as observe the chimps. They can use trees, tables, chairs, a bookcase, etc. to anchor their sheets.
3. Let them work with their friends. Give them plenty of time to build. Trial and error is part of the learning and discovery process. If they are having a hard time or getting discouraged, offer ideas.
4. Once the camp has been set up, have the students play as scientists observing chimps in the jungle! Give them a research task to guide their imaginative play. Encourage them to observe and write down what they see!



ART LAB

(60 min)

Materials:

- Graduated cylinders
- Scoopy spoon
- Toothpicks
- Paper plates
- Parchment paper
- Trays
- 1 lb grapes
- 1 box raspberry jello
- 1 box berry blue jello
- 1 box orange jello
- 1 box lime jello
- 1 box lemon jello

MAKE A GRAPE TREAT

Set up:

1. Put out the graduated cylinders from Kea and add water to them with the pitcher. Put each jello flavor on paper plates, you can divide each box onto two plates so students have more plates to gather around.

2. Set out toothpicks and cover sturdy paper plates with parchment paper for the students to put their grapes on. Student groups can put their names on their plate so they know which one is theirs. Alternatively put all the grapes on parchment paper covered trays that fit in the freezer.

Say: “Chimpanzees love fruit and Jane always had fruit around to share with them. Now Jane has something new to celebrate, a wedding! Let's make some fancy wedding treats out of fruit! Can you make a colorful and fun new type of grape?”

3. Have students wash their hands or use food prep gloves to take the grapes off the stem and wash them.

4. Poke a grape onto the end of a toothpick, dip it in the water, and then put it in jello. Use Scoopy spoon to get powder all over the grape.

5. Place on a parchment-lined tray or plate, then place in the freezer for at least an hour or until the grapes are frozen.

6. Enjoy your fruit treat!



STEM GAMES

(60 min)

Materials:

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

Materials:

- Cups
- Balloons

Materials:

- Cups

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 journals, 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.

Blowing in the Wind

Objective: Be the first to blow your cups off the table (or across a tape line) using air from a balloon.

Instructions: Set up a row of paper/plastic cups placed upside down about 6 inches from the edge of a table. The player will blow up a balloon and pinch it shut with their fingers. On "Go," the player will let the air out of the balloon to blow the cups off the table (or across a tape line). This game can be played with a time limit or competing with another player.

Alternative: Use straws instead of balloons, and set the cups 12 inches from the edge of the table or tape line.

Four Corners

Objective: The teams will quickly collect as many cups as possible and bring them to their corner.

Instructions: In a large open area, spread out several (40-100) cups upside down. Divide the players into four teams. Assign each team a corner. On "Go," one player from each team will run from their corner, grab a cup, and bring it back to their corner. Then, the next players will go and get a cup. The game will continue in this pattern until the STEM coach says "STOP." The team with the most cups wins. For extra fun, if there are four different colored cups, then the teams can only collect their own color.