

# STEM Taught Camp

## I'm a Scientist



## Albert Einstein: Day 2 Grades: 4-8

### WELCOME

(5 min)



**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

#### Materials:

- Print one copy of "Day 2: Imagination"
- Three pairs of scissors
- One roll of tape

### READ EINSTEIN: ALWAYS ASK WHY, DAY 2: IMAGINATION

**Prepare beforehand:** Print out one copy of "Day 2: Imagination" 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.

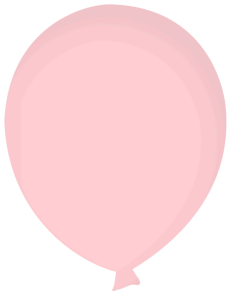


## STEM LAB

(30 min)

### Materials:

- Balloons
- Magnets (Various types)
- Paper - students cut to make confetti
- Optional: Pepper, spices
- Scissors
- Coloring utensils
- Worksheets



## STEM TIME

(60 min)

### Materials:

- Microscopes
- Colored pencils



## STATIC ELECTRICITY

Say: Today we get to experiment with some interesting invisible forces! Remember the word force means a push or a pull. We push and pull things all the time but can you think of something that can cause an invisible push or pull? Explain: Magnets and static electricity can both cause an invisible push or a pull.

1. Show students the static electricity video. They will be trying this same experiment with a piece of paper.
2. Pass out the balloons.
3. Have students cut out the paper snakes and color them.
4. Students experiment to figure out how to get the item to follow the balloon. \*Don't give the answer but let them try a lot of things.
5. Once they figure out how to rub their balloons on fuzzy clothing to build up an electric charge, challenge them to see if some materials in the room can charge their balloons better than other materials. Say: **Does fuzzy clothing work best to charge your balloon? Carpet? Blue jeans or cotton shirts? Go around the room and see what material works best.**
6. Find another material around the room to use as a balloon to attract something. Ask: **Is there something else that could work for a balloon? Try some things!**

## CLOSE UP CUP

This activity is a great one to get students exploring and interested in what others found!

### Instructions

1. Students will gather interesting items from the school grounds or classroom and display it in focus under their microscope.
2. They will then take 10-20 min to draw their item on a paper or their close up cup sheet. Once they draw their item have them use colored pencils to add color to their drawing.
3. Here comes the fun part! Now students go around the classroom and look at their peers items and drawings and write compliments on their paper. Have your students be specific with their compliments and take time to write a few things.
4. Everyone can display their



## ART TIME

(60 min)

### Materials:

- Paper
- Shoe boxes
- Markers
- String
- Scissors
- Glue
- Tape
- Magnets
- Paper clips



## STEM GAMES

(60 min)

### Materials:

- Board games
- Building bricks
- Blocks
- Coloring supplies
- Books
- Stacking cups

## FLOATING MAGNET SCENE

1. Kids will create and decorate a box, using whatever theme they want. It will have a floating object in it, made possible by a magnet.
2. Lay the box on the paper. Trace around the outside of the box. This will help you to know what size to cut your paper for the inside background. Cut inside the line so the paper will fit in the box.
3. Kids will draw and cut out pictures from colored paper to use in their boxes, or just color a scene with markers. They can also use available craft supplies or stickers.
4. When finished, glue the background inside the box. Cut some paper to line the inside bottom of the box, and glue it on.
5. Create a paper object to float.
6. Cut a string about the height of the box. Tie it to the paperclip. Tape the paperclip to the back of the floating object. Tape the other end of the string to the bottom of the box so the object is floating about an inch or two from the top of the box.
7. Now tape or glue the magnet to the top of the box, either outside or inside the box, above your floating object. The magnet will hold the object up, allowing it to float.

## 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.

### Guess Who's Missing

Objective- Albert Einstein dropped out of school, and went to Italy. Today the kids will play a fun guessing game to see who has gone missing!

Kids sit in a circle. Choose someone to be "It". He goes to the wall with his back to the circle and closes his eyes. Pick a child to leave the room, the other kids adjust the circle so the space isn't noticeable. "It" opens his eyes and has to guess who's missing. Choose another player to be "It", play continues.