



# Around the World

## Voyage to Ulithi Day 3

4-8TH GRADE

### WELCOME

(5 min)

### GAME TIME

(25 min)

#### Materials:

- Timer
- Paper and pen to write down list of marine animals and to keep score

#### Some marine animals you may want to include:

coral, clams, sponges, sea horses, sea turtles, parrot fish, shark, clown fish, crabs, lobster, jellyfish, sea star, eels, octopus, snails, sea anemones, puffer fish, rays, sea urchins

### STEM TIME

(60 min)

#### Materials:

- Journals
- Solar ovens
- Metal tin or tray
- Nacho supplies

**Instructions:** Say, "Today we are going to make solar oven nachos!"

### UNDERWATER THEMED CHARADES

**Objective:** Two teams will compete to guess what their team members are acting out. In this game of charades, the students will become familiar with creatures that live in coral reefs as they take turns acting out the different creatures. Before beginning, explain to the students that the ocean has many creatures. Ask if anyone can name a creature. Share with them that today they will be playing a game that incorporates many of the sea creatures that live in coral reefs.

**Instructions:** Organize students into two teams. Each team competes against the other. To play, one team will go first. One student at a time will be given the name of an animal from the instructor. Some marine animals might be more difficult to act out, or the students may not know what it is. The instructor may give tips before the student begins the game. Students are encouraged to use their imagination! The student will act out this animal without speaking, moving lips, or pointing to give clues. The student's team will try to guess what their team member is acting out. They will have 1 to 2 minutes to guess. If they guess right, they get a point, but if they do not guess correctly, the other team will have the opportunity to make a guess. If the other team guesses correctly, they get the point. The game continues with the other team taking a turn. After each round, another student will be chosen to be the actor for their team. The game continues until either one team reaches 10 points, or until time is up.

### SOLAR OVEN NACHOS AND JOURNAL

#### Instructions:

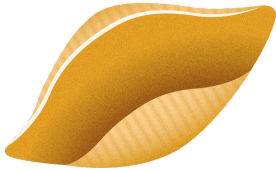
1. Take the solar ovens outside, and set them in the sun to pre-heat.
2. Prepare the nachos. Each student will need a metal pan or tray. Have them place chips on the tray, and sprinkle them with the desired amount of cheese.
3. Place the trays into the solar ovens.
4. Wait for the cheese to melt, then add toppings and enjoy!
5. While the nachos are cooking, have students write and draw in their journal.

## STEM TIME

(30-60 min)

### Materials:

- Large shell pasta
- Large container /box
- Any craft materials (Paint, eyes, pipe cleaners, crayons etc)
- Bits of bark and natural materials from outside



## MAKE HERMIT CRABS AND TELL THEIR STORIES

**Instructions:** Students use their imagination and easily available materials to create their own hermit crabs and build them a home.

1. Talk to students about shells. Say: "Shells are homes for soft bodied mollusks. Mollusks are a type of animal that lives in the ocean. It has a soft body and usually lives inside a shell, like a snail or a clam."
2. Show students the large pasta shells. Tell them they can use their imagination and any easily available materials to create their own hermit crab. Avoid showing students a reference image of a completed crafted hermit crab, as they may then feel there is only one 'right' way. Essentially, any way they choose to decorate their shell and create a mollusk (perhaps using clay or mud) inside will be wonderful to get their creative juices flowing. The faces can be drawn on using markers or whatever is available. The rough ridges of the pasta shells will be fun for students to explore.
3. Ask students what activities they might provide for their crabs. Say: "Hermit crabs love exploring. They are curious. They like to crawl around, searching for food and new shells to live in. Sometimes they'll even climb on things like rocks or pieces of wood. They enjoy burrowing into the sand or hiding in small crevices to feel safe."
4. Set up a large container (perhaps the same one they used earlier) outside. Students tell you about their hermit crabs and add materials to the habitat. Talk to students about what the hermit crabs can do. Let them express their ideas and take the lead in crafting this mini play world. If you feel your students are ready, you can even introduce them to the fun tongue twister: Sally sells seashells by the sea shore and prompt them to try saying it three times.

## GAME TIME

(30 min)

### Materials:

- Two chairs
  - White board
  - Dry erase marker
- Example of words and clues: **Hot air balloon**  
Float, ride, sky, high, basket, rise, colorful
- Football**  
Sport, throw, jersey, Packers, touchdown, stadium, brown

## WORD GAME: HOT SEAT

**Objective:** The player in the hot seat will guess the word from one-word clues.

**Instructions:** Organize the students into two teams, or boys vs. girls. One player from each team will sit in a chair in front of the room facing the teams. Write a word on the board behind them. Explain to the teams that they are to give a one word clue to their teammate who is in the "hot seat" describing the word on the board. The clue cannot contain any part of the word. The students on team #1 will raise their hands if they have a clue. The teammate in the hot seat will call on one of them. After a clue is given the player can guess what the word is if they think they know it. If the word is not correct, then team #2 will have a turn to give their teammate in the hot seat a clue. That player can guess the word. The round will continue until one player guesses the word and earns a point for their team. The round ends, and two new players are chosen and a new word is written on the board. The first team to reach 5 or 10 points wins!