

Jane Goodall: Day 3 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 pay role sheet.

STEM READERS THEATER

(30 min)

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

READ JANE GOODALL, DAY 3: ADVENTURING

Prepare beforehand: Print out one copy of "Day 3: Adventuring" from the Jane Goodall story. Print one coloring page for each student from the "Student Sheets" section of Day 18. Gather scissors and tape.

What you'll do:

Materials:

- Print one copy of "Day 3: Adventuring"
- Three pairs of scissors
- Roll of tape

1. **Setup storytelling props (10 min):** Call up volunteers to help with the readers theater for "Day 3: Adventuring." 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)



ALL ABOUT CHIMPANZEES

Listen to a Chimp Call and Greeting

1. Have the students watch a video of a chimp doing a chimp call. Then have them try it! Play from 15 second- 30 seconds.
2. Next, Play a video of a chimp greeting. Then have them try it! Play from 27min 50 second mark to the 28min 50 seconds.

Strength Activities

Chimpanzees are strong! Lets try some strength activities! These are fun activities to do outside in a grassy area with a table.

Arm Wrestling:

1. Choose a partner that is about the same size/strength as you. Sit across from them at a table. Each partner will have his right elbow on the table with hand facing up. Partners will clasp hands.
2. Blow a whistle or say "Go."
3. Players will try to push the opponent's arm down to touch the table. You may not use your other hand to help. Play a couple rounds, then switch partners. Winners play against winners.

Two-Man Carry:

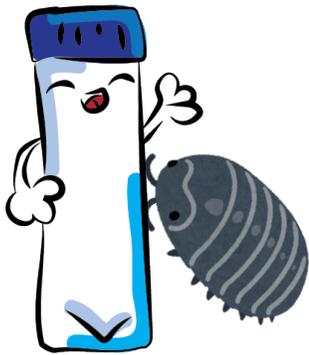
1. Get in groups of Three. The lightest/smallest person will be carried, and the other two will be the carriers.
2. Each carrier will grab their left wrist with their right hand, palms down. Then grab your partner's right wrist with your left hand. Your partner will grab your right wrist with his left hand. Now you have a square shaped seat with your arms.
3. Lower your bodies so the third person can sit on your arms, with her arms around your shoulders. Stand carefully.
4. Try walking about 10 feet, then walk back. If all teammates are a similar size, switch positions, so everyone has a chance to carry and be carried.

STEM LAB

(60 min)

Materials:

- Tedros test tubes
- Petri dishes
- Tobey tweezers
- Paper
- Pencils
- Optional:
Microscopes



GO ON A BUG HUNT

Say: "So much of what we know about chimpanzees was made possible because Jane Goodall was so dedicated to learning about them. She spent much of her life observing these amazing creatures! Today we get to go on a bug hunt and lead our own observation investigation to see what we can learn about the insects that we find outside!"

1. Hand out Tedros test tubes and Tobey tweezers.
2. Teach students to pick up insects gently with the tweezers. This is for safety. If you know the insect is safe (like a worm or ladybug) they can pick it up with their bare hands. Give students lots of time to go on this bug hunt, and let them show you all the cool things they find.
3. Either find a shady spot outside, or return to class and have students put their insect in a petri dish with the top on to observe. Additionally, they may want to observe by looking at the bug in the petri dish under the microscope. Say: "On a blank sheet of paper, draw everything you can observe about your insect. Remember to add details, use colors, and count the things you draw (such as spots, legs, or fuzzy things). On the back of the paper, draw the habitat you think your insect lives in. What do you think it eats in the wild? Does it have any predators?"

STEM ART

(60 min)

Materials:

- Cardstock 8 ½ x 11", cut in half
- Stapler
- Scissors
- Glue
- String/ yarn
- Markers

MAKE BINOCULARS

1. Roll the pieces of cardstock into tubes, staple the top, middle and bottom. Then staple the 2 tubes together.
 2. Decorate the binoculars using stickers, markers or cut outs. Add decorative tape, if using.
 3. Attach the string by punching holes in each side of binoculars and tying the string through the holes.
- Watch the student movie: Janes Important Work. Use your binoculars whenever chimps come on the screen just like Jane and see what you can notice.

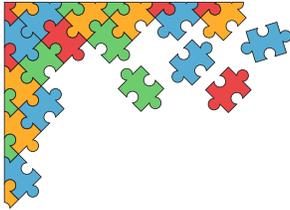


STEM GAMES

(60 min)

Materials:

- Board games
- Puzzles
- Blocks
- Coloring supplies
- Books



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 journal, have them take some time to do so now.

Kids' Choice Instructions:

Choose between options that the teachers have set out: Board games, puzzles, blocks or other things, reading, coloring/drawing (include ocean related coloring pages). Students can catch up on decorating and writing in their camp journal.

Leader of the Troop Game

1. Kids stand in a big circle.
2. One player is chosen to walk away, facing away/covering his eyes.
3. The leader chooses a person to be the head chimp of the troop. He will be the one to make and change actions, while the others follow what he's doing.
4. Call the player to come back and stand in the center of the circle. At this time all the other players are swinging their arms back and forth. When the player in the center isn't watching him, the Leader of the Troop changes the action and everyone else does what he's doing (the actions can be chimp/scientist related, or whatever the Leader wants). Do this action for 20 seconds or so, then the Leader of the Troop should change it to a new action.
5. Keep changing it up every 20 seconds or so. The person in the middle has to figure out who the Leader of the Troop is. If he can't figure it out within a couple minutes, choose new players to be the Leader of the Troop and the player in the middle.

Cup Game: Head Stack

Objective- Stack the most cups on your head without holding them.

Place a cup upside down on your head. Keep adding cups to see how many you can hold without dropping them. Then, try with the cups upright.