



Summer Camp

Voyage to Ulithi Day 14

TK-2ND GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Say: "Today we are going to program our robots, play some fun games, and cool off with a water day!"



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.

GAME TIME

(30 min)

WORD ASSOCIATION RACE

Objective: Help your team list more words associated with the given theme than the other team.

Materials:

- Pencils
- Paper

Theme Ideas:

Beach- sand, water, sand castle, swim, bathing suit, picnic, shark, sunscreen, Hawaii, sandals

Dog breeds- Poodle, German Shepherd, Dalmatian, Boxer, Golden Retriever, Beagle, Labrador

Instructions:

1. Organize the students into teams of approximately 4-8 players, and send the teams to different parts of the room.
2. Each team will have a person assigned to write the words given by their team.
3. Tell the players they will have 2 minutes to list as many words as possible, then give them the theme and start the timer.
4. Each team will quickly, but quietly, call out words for their writer to write. Be careful not to talk too loud, or the other team will use your words.
5. When the timer goes off the teams stop writing. You may need to blow a whistle, or yell "Stop!"
6. Each team will count their words, then the writers will read off their team's words for the group. The team with the most words wins!
7. Play as many rounds as you like!

STEM TIME

(90 min)

BUILD A BOAT TO TOUR ULITHI

Say: "Our robots are going on a tour of Ulithi today! You'll build a robot boat and travel around the island of Ulithi searching for some amazing sea creatures that you'll create yourself!"

Materials:

- Robots
- Remote controllers
- Tape
- Barcodes
- Sea creatures made out of building bricks



Instructions:

1. Teachers prepare and set up the tour experience for the students.
2. Choose a large open room for the tour to take place in.
3. Set up the circle route (island) the robots will take. The bigger the better!
4. Have the students create the sea creatures out of building bricks.
5. Space out and set up the sea creatures around the big circle (island) route that you've created.
6. Have the students code their robots to travel around the island of Ulithi searching for the sea creatures. They can even put the sea creatures on there boat as they find them.

WATER TIME!

(60 min)

Materials:

- Refer to the "Water Games Printable" document for materials
- 2 large Buckets
- Plastic sea creatures or
- Marbles
- 2 large foam dice
- 4 bags of reusable water
- balloons
- Water balls
- Cones

EXPERIMENT WITH WATER

Instructions: This is your special water day! The last 10-15 minutes is clean up and drying time.

TK-2nd

Water Ball Musical Chairs

Feet Fishing

Water Balloon Tag

The games can be found online in the extra resources tab for this day. You will need at least 1 hose to help fill the buckets or small tubs.

Each activity will be 15 minutes long. Some may take a bit longer, and that's okay. If you choose to do 2 games, then it is best to do 25 minutes, and 3 games 15 minutes. If there is more than one class per water session, then it is best to alternate games. Before starting the activity, you will need to explain to the students the directions from the Water Games Printable.

Now it's time for some water fun! Encourage the students to be respectful, work together and have a blast!



FREE TIME

(55 min)

Materials:

- Books
- Various board or card games
- Camp journals
- Supplies for decorating camp 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 today.