



Summer Camp

Voyage to Ulithi Day 12

TK-3RD GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Let them know that today they will be creating their own Ulithian fish and then they get to build a boat to explore their mini ocean. They can experiment with their boat that also acts as a compass.



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

(25 min)



FISHES IN THE SEA

Objective: In this game, the students will play as fish and fisherman as they move around the circle to avoid being caught by the fisherman.

Instructions: Students will stand in a circle. The instructor will alternatively name the students pufferfish, angelfish, clownfish, and parrotfish. One student will be chosen to be the fisherman. The fisherman will stand in the middle of the circle and be the caller. When the fisherman calls a fish name, they will also call out a direction associated with an action. All of the students within that category will move around the outside of the circle and perform the action until they reach their place in the circle again. The directions and associated actions that the fisherman can call out include: high tide- skip, low tide- tip toe, whirlpool- spin in circles, waves- sway from side to side, and coral- jump in the air. For example, when the fisherman calls out parrotfish-high tide. All the students in the parrotfish category will skip around the circle and back to their places. The last student to make it back to their place is "caught" by the fisherman, and this student then becomes the fisherman. The game continues until decided upon by the instructor.

ART TIME

(60 min)

Materials:

- Play-doh



PLAY-DOH FISH

Objective: Students will create fish using playdoh.

Instructions: Before beginning the art activity, show the students the in-class videos. Say: "[The ocean is home to countless creatures. It is so important for students, and all of us, to realize that these creatures really are capable of everything we are. They can think, and communicate, and even build meaningful relationships. The video that we will watch of the fish making a friend is a perfect illustration of this!](#)"

As you begin the activity, show images of fish and the different parts of a fish. Optionally, show a video of fishes in the sea to give students inspiration for their creations. Give students time to create their own fish with play-doh.

STEM TIME

(60 min)

Materials:

- Card stock paper or tinfoil
- Bar magnets (Magnet Koala)
- Scissors
- Bins of water

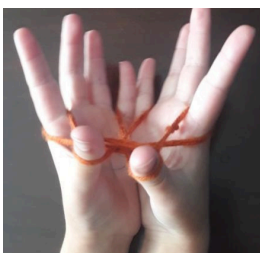
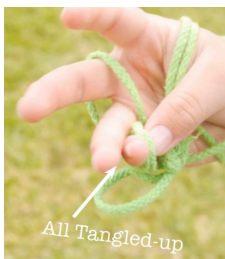


STEM TIME

(60 min)

Materials:

- A piece of string/yarn



ORIGAMI BOATS

Objective: Students will learn how Earth's magnetic field works by using a homemade origami boat and a magnet. Students can also opt to make their boat out of tinfoil. Allow them to create their own design or follow a template.

Instructions: Read this riddle. "I show you North, South, East and West. I point the way to go that's best. I have one arm and I have a face. You use me when you want to go someplace. I have no legs and I have no knees, And when I spin around, I count in degrees. What am I?" **Answer: A compass!**
Say: "Today we are going to make boats! We will place a magnet in the boat and float it in water to create a boat compass! Let's get started!"

1. Have students cut out the squares of card stock paper that they will use to make their origami boats. *Alternatively students can use tinfoil and create any size and shape they want that can float and hold the magnet.

2. Have students fold their squares of card stock paper into boats according to their instruction sheets. Students may use their instructions sheets to practice folding a boat before folding their card stock. Alternatively students can experiment with folding boats creatively out of tinfoil to create any kind of boat they can dream up.

3. Students float their boats in still water, place magnets in their boats, and watch their boats turn to the north.

Ask: "How quickly or slowly does your boat turn?" (Pretty slow.) "In what direction does it turn?" (Either direction depending on the position of the boat. The magnet will take the shortest path to point north). "What happens when the boat gets near the side or the container?" (It sticks).

4. For an extra challenge see whose boat can hold the most weight! You can combine magnets or use pennies or rocks from outside, etc.

MARINE TANGLE

Objective: Say: "Today, you will see how getting tangled up can be a dangerous situation for an animal. It is easy to become entangled but hard to become free again." Demonstrate how animals can become entangled in trash such as string, rope, netting, and plastic bags. In this activity you will pretend your hand is an animal, and explore what it is like to try to get out of a tangle using only one hand. *Do this activity in small groups with adult supervision. You may wish to do this activity by inviting students to come up to the front of the class to help with the demonstration one at a time.

Instructions:

1. Have students decide what type of animal they want their hand to be. A seagull, a fish, a shark, a whale, a sea turtle, etc. Your arm could be a beak, or your fingers could be flippers. Draw eyes, feathers, wings, etc. on your hand. Be creative!

2. Tangle your hand up with a loop of yarn as well as possible.

3. See if your hand animal can untangle itself. You have one minute to get the yarn off your hand. Remember, you can't use ANY help from your other hand! Can your hand animal free itself?

Explain: Animals don't have hands and thumbs to help them get free if they become tangled. A simple loop around a bird's foot or neck could trap it!