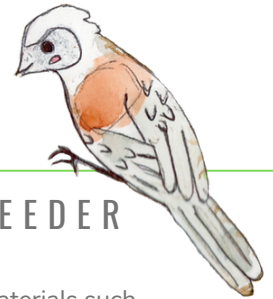




PROGRAMMING AND BUILD A BIRD FEEDER

Grade K-3/4-8



PROGRAM YOUR ROBOT AND BUILD A BIRD FEEDER

K-3 Your students will program their robots

4-8 Your students will make a bird feeder out of recycled materials. Collect recyclable materials such as water bottles, milk jugs, toilet paper tubes and small boxes for the activity.

AHOJ!

5 min

Ahoj is Slovak for hello! (Pronounced Ah-hoy)

Greet your students. Be friendly. Use their name, ask a question, give a high five, or thumbs-up! Take roll. Mark down which students took a snack and tally how many snacks were given out.

SNACK / FREEPLAY

30 min

Enjoy Free Play:

Students will have their snack and enjoy time to free play.

STORY TIME

15 min

Read the story:

Read the story of the day. Older students may choose to read their own books.

STEM TIME

50 min

Grades K-3: Program Your Robot

Instructions:

STEM Coaches will go to the portal and help students with the next Edison programming lesson they are on. Students may choose to build a Lego creation on top of their robots.

Link to portal: <https://www.stemexpandedlearning.com/robotics>

Materials:

- Chromebooks
- Robots
- Legos



Materials:

- Recyclable materials (milk jugs, toilet paper tubes, small boxes, straws, chopsticks, string and more)
- Scissors
- Glue
- Tape
- Coloring utensils and paper for decorating

SPORTS / GAMES

25 min

*Older students may practice their sport if they don't want to play the game.

Materials:

- Cones to mark relay area

HOMEWORK / FREE PLAY

20 min

CLEAN UP / DISMISSAL

5 min

www.stemelop.com

Grades 4-8: Make a Bird Feeder- Day 1

Today, your students will begin designing and building a bird feeder. Let students be creative! Remind students they're building a bird feeder and not a bird house. A bird feeder is a place to put food so you can observe what types of birds come to your feeder. Help students wherever needed. You may have to help with cutting holes, tying knots etc.

1. Spread recycled craft materials out on the tables
2. Place glue scissors and tape on the tables
3. Allow your students STEM Time to create their own bird feeder

Note: This is a combined activity. Older and younger students can make their own bird feeders. Older students can help younger students if needed. Students may work in pairs if they prefer.

The Muddy Animal Relay

Objective- Players will relay race acting as some of the animals they read about in The Muddy Animal Picnic to see which team wins!

Instructions- Introduce the animals that will be used in the relay with the corresponding action. Or have the players come up with actions that they think the animals would do. Some animals and actions can include: Kangaroo-hop, Opossum-walk on hands and feet, Swan-flap arms, Crocodile-arms down at sides, Sloth-run in slow motion

Organize the players evenly into teams with about 5 players per team. Teams will line up at one end of the playing field about 6 feet apart from other teams. The STEM Coach will assign each player in line an animal with the corresponding action. For example, the first person in every line is assigned to be a kangaroo, the second an opossum, the third a swan, and so on. To play the game, the STEM Coach will say "Go!" and the first player in line from each team will race to the other side of the playing field and back while doing the action associated with their assigned animal. Once they reach the starting point the next player may go. The game continues until everyone in the relay has had a turn to race. The team whose players make it back first wins!

Instructions:

Allow your students some homework time. If they need help let them know you can help them. If they do not have any homework they can have some reading time, or they can have free time to go outside and play.

Clean up/pack up/dismissal

Clean up, pack up and practice lining up.

