



Summer Camp

Voyage to Ulithi Day 15

4-8TH GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Say: "Today we get to play a fun game, study coral, and build forts!"



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)

Materials:

- Basketballs
- Basketball hoops or buckets

C.O.R.A.L.

Instructions: Organize students evenly into one team per basket. Ideally this game is played with about 5 players. If there aren't enough basketball hoops, buckets may be used in place of a hoop. To play the game, students will decide on a set order that each student will have a turn to go. The first player can shoot the ball into the basket from anywhere on the court. If the first player misses, the second player can shoot from anywhere on the court. But if the first player makes it, the second player can try to shoot from the same place and in the same way as the first. If they make it, the third person shoots from the same place. If the second person misses, they receive a letter, and the third person can choose where they want to shoot from. The game will continue in this pattern. Once a player receives all the letters, they are out of the game. The game ends when one person remains.

STEM TIME

(90 min)

Materials:

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



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!"

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.

STEM ART

(60 min)

Materials:

- Chromebooks
- Worksheets
- Optional- 3D printer
- Play-doh/clay
- Pipe cleaners
- Pasta noodles with holes in the middle (eg. macaroni, penne)

EXPLORATION

(30 min)

Materials:

- Books
- Board or card games
- Art supplies for journal

ENGINEERING

(60 min)

Materials:

- Sheets
- Clamps
- Cardboard
- Bamboo sticks (optional)
- Twine or thin rope
- Other fort supplies

CORAL GARDEN

Objective: If your school has 3D printers, you can download the coral files, and spend the time printing the coral models with the 3D printers. If you don't then students can do the activity below.

In this lab students make a coral garden using a play-doh, pipe cleaners, and pasta noodles. Read the directions with your students so they understand the basic idea of what they'll be doing. Explore some reefs on Google Earth. Articulate the broad importance of coral reefs and understand that they are threatened. Students will also build their own coral reefs using classroom materials. Say *"Today we get to make our own coral reef. What kind of coral garden will you make?"*

Instructions:

1. Have a discussion with the students relating that coral is a tiny animal that lives like a single creature with thousands of other small corals in a "colony"—and many colonies together can make coral reefs!
2. Students will work in pairs to explore some of the coral reefs on Google Earth. Use [this link](#). Discover the different corals you can identify in the world's oceans.
3. Ask the students where in the world do they think the pictures are from?
4. Students will show their favorite image they found of a coral reef from Google Earth to their partner. The partners will discuss where in the world both of their reefs are from.
5. The students will come together as a class to discuss patterns and trends they notice.
6. Set out the modelling clay or playdoh as well as the pipe cleaners and pasta noodles .
7. Encourage the students to design their own coral reef or link up with a partner or everyone work together to create a coral colony!

GAMES, BOOKS, AND JOURNAL

Objective: Allow students time to connect with each other through a fun game or let them choose to read or draw/write in their journal. Set out art supplies for students to have fun with while writing in their journal. Find a student that will let you highlight their journal page and show the class what they've done to help inspire the class with their good idea.

BUILD FORTS

Objective: Say: *"Today we get to build forts for us to play in. See how creative you can be in coming up with a new design. How will your fort look this time? How does it compare to last week's fort?"*

Instructions:

1. Set out all the fort building supplies.
2. Have students get into groups of 4 to 5 to build their forts, or build a huge fort all together.
3. Allow students to be creative and watch what they come up with!