



DECEMBER

Make Snowflakes



BIG QUESTION

What do you think the best gift to give someone is—something big or something small?

MOVIE TIME (5 min)

Say: **Icy snowflakes are very different from ice cubes in your freezer. Ice cubes are made by freezing water, but snowflakes are formed when water vapor in clouds get so cold they skip turning into water and turn straight into icy crystals! Let's learn more about snowflakes.**
<https://www.youtube.com/watch?v=M8oM9jF3P5M>

WRITING CONTEST (20 min)

STORY CONTEST

For complete details and guidance, refer to the additional resources.

Students continue to work on their stories for the Story Contest.

Materials:

- Paper
- Pencils
- Construction paper
- Craft supplies
- Optional:
Laptops

STEM TIME

(60 min)

Materials:

- Paper squares
- Scissors
- Optional:
glitter, glue



MAKING SNOW FLAKES

1. **Fold the Paper:** Start with a square piece of paper. Fold the paper in half diagonally to make a triangle. Then fold the triangle in half again to make a smaller triangle. Finally, fold the triangle into thirds, so you have a smaller, layered triangle shape.
 2. **Cut the Bottom:** Use scissors to cut the bottom edge of the folded paper to make it even. This will give your snowflake a clean base.
 3. **Cut Shapes:** While the paper is still folded, cut small shapes (like triangles, curves, or other patterns) from the edges and bottom of the folded paper. Be creative! The more shapes you cut, the more intricate your snowflake will be.
 4. **Unfold Your Snowflake:** Carefully unfold the paper to reveal your beautiful snowflake! Each one will be unique.
- Optional Decoration:** For extra sparkle, you can glue glitter to your snowflake or add other decorations.



STEM TIME

(40 min)

Materials:

- Robots
- Candy canes
- Barcodes



CREATE A CANDY CANE MAZE FOR YOUR ROBOT!

Set up: Lay out 4-6 trays or plates around the room, and fill them with candy canes.

Instructions:

1. First, get the students excited for today's challenge! Say, **"Who's ready to create your very own maze with candy canes? I can't wait to see how you can navigate your robot through your candy cane maze!"**
2. Teachers or students will form teams of 4-6.
3. Each group will go down to the floor near a tray of candy canes with their robots.
4. Each group of students will work together to form a candy cane maze.
5. Next, the students will barcode scan the clap command, and they will clap their way through the maze. Remember, one clap turns the robot, and two claps moves the robot forward. You can offer a candy cane when they get to the end of the maze!

GAME TIME

(60 min)

Materials:

- Rope, garland, scarf, or broomstick

CHRISTMAS LIMBO

1. Two students will hold a strand of garland, a Christmas scarf, or a rope across the room. Have all the students line up and get ready to play.
2. Play some fun Christmas music while the students take turns trying to go under the rope.
3. One at a time, each player will bend backward and try to go under the rope without letting it touch their body. If the rope touches them or they fall, they're out!
4. After each round, lower the rope a little bit to make it more challenging. Players will need to bend even lower to get under it!
5. The game continues until only one player can go the lowest without touching the rope.
6. The last player left who can go under the rope without it touching them wins the game!

Materials:

- Coin

HEADS OR TAILS

1. Everyone stands up and places their hands either on their head or on their backside.
2. The leader flips a coin. If the coin lands on Heads, everyone with their hands on their backside sits down. If the coin lands on Tails, everyone with their hands on their head sits down. Those who are still standing are safe.
3. All remaining players now put their hands on either their head or backside again.
4. The leader flips the coin again. If the player's hand position matches the coin toss (Heads or Tails), they stay standing. If it doesn't match, they sit down.
5. Continue flipping the coin and adjusting hand positions until only one player remains standing.
6. The last player standing is the winner of that round!