



# DECEMBER

## Candy Cane Ornaments



### BIG QUESTION

What's your favorite Christmas treat?

### MOVIE TIME (5 min)

Say: **Today we'll be making candy cane ornaments, but first let's learn how candy canes are made!**

<https://www.youtube.com/watch?v=JFNzDiQpks>

### WRITING CONTEST (20 min)

### READ ALOUD OR CONTINUE TO WORK ON YOUR STORIES

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

#### Materials:

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

Say: **For those of you who have completed your stories, we invite you to come up to read your story aloud to your classmates!**

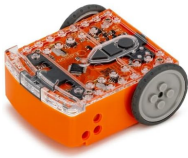
1. Allow the students time to keep working on their stories if they have not yet completed them. They will have one more day to complete their stories.
2. Invite students to read their story aloud to the class if they have completed their and feel ready.
3. Be encouraging and supportive! The students have worked hard to create something special.

## STEM TIME

(60 min)

### Materials:

- Robots
- Flashlight or remote
- Building blocks or Why Bricks
- Small candy canes
- Bamboo trays or plates



## CRAFT TIME

(60 min)

### Materials:

- Red and white beads
- Red or white pipe cleaners

## CANDY CANE HUNT

### Instructions:

1. First, get the students excited for today's challenge! **Say: Who's ready to go on a candy cane hunt! Today your challenge is to build a sleigh on our robot to hold all of the candy canes that you find!**
2. Have students create a "sleigh" on top of their robots using building blocks or Why Bricks. These sleighs will be used to hold the candy canes as they go around and collect them.
3. Each student will Barcode scan the "follow the light" with their robots.
4. Shut off the lights in the room and let the hunt begin.
5. Students use their flashlights to guide their sleighs & hunt for the candy.
6. You can put a limit on the amount of candy canes they can collect.



## CANDY CANE ORNAMENT

### Instructions:

1. Prepare the Pipe Cleaner: Take a pipe cleaner and thread a red or white bead onto it. Twist the end of the pipe cleaner around the bead to keep it in place.
2. Add Beads: Continue adding beads, alternating between red and white, until the pipe cleaner is nearly full.
3. Secure the End: Once the pipe cleaner is full, twist the end around the last bead to keep it secure.
4. Shape the Candy Cane: Gently bend the beaded pipe cleaner into the shape of a candy cane.



**GAME TIME**  **POM POM TOSS**

(60 min)

**Materials:**

- Cups
- Pompoms or wood cubes

1. Set up 10 cups at the end of a table (or two tables if you have more players), arranging them like bowling pins in a row.
2. Create 2 teams. Line them up at the front of the table to get ready to toss. Give each player 5 pom poms.
3. On "GO," the first player from each team will take one pom pom at a time and try to toss it into one of the cups.
4. If the pom pom lands in a cup, it stays in the cup. If it lands on the table or the floor, leave it there and don't count it.
5. After each player has tossed all 5 pom poms, count how many pom poms are in the cups for each team.
6. The team with the most pom poms in the cups wins the round!

**Additional Tips:**

- To make the game harder, adjust the distance from which players toss their pom poms.
- Try different sizes of cups or make the cups stand on their sides for an added challenge!

**Optional Variation (Wood Cubes Toss):**

If you prefer to use wood cubes instead of pom poms, follow the same rules, but have players toss wood cubes into the cups instead.

**Materials:**

- Construction paper
- Markers or crayons
- Scissors
- Tape or string
- Bean bags or rubber balls
- A ball wall or side of a building (outdoor wall)

**SNOWBALL TARGET PRACTICE**

1. Draw simple snowman faces on construction paper, adding hats or scarves. Cut them out.
2. Hang the snowman faces on a wall or building using tape or string at different heights.
3. Divide into teams or players and give each a set of bean bags or rubber balls.
4. Players throw the bean bags or balls at the targets. Each hit counts as one point.
5. Keep track of points and award extra points for hitting hats or scarves.
6. After all turns, see who hit the most targets!