



Around the World Voyage to Ulithi Day 1

Instructions: Welcome your students. Say, "This week we get to travel to

some very tiny islands in Micronesia called the Ulithi Atoll." The people on

these islands are very friendly and they share everything they own. They depend on their reef for food and are working with scientists to understand how to manage their reef resource. Something you will hear as you sail to the islands is a lot of fun island reggae songs. We will start off our Journey to

4-8TH GRADE

WELCOME

(5 min)

MUSIC TIME

(15 min)

Materials:

Paper

Ulithian song

https://soundcloud.com/motigtig/one-people-one-reef?

utm_source=clipboard&ut m_medium=text&utm_ca mpaign=social_sharing

ULITHIAN MUSIC WALK

One People One Reef Song

Ulithi with one of these songs!

Players will participate in a fun musical dance walk similar to the game musical chairs. Play the song "One People One Reef" and have fun dancing along to this island reggae song from the Ulithi Atoll.

Instructions: Set out papers for every player in a large circle. Have players stand on a paper. Play the "One People One Reef song and have them walk around the circle. When the music stops, take a paper away. The player without a paper is out. The game will continue in this pattern until only one person is left. Invite those who are out to have a dance party while the game continues.

One People One Reef Song: https://soundcloud.com/motigtig/one-people-one-reef?

utm source=clipboard&utm medium=text&utm campaign=social sharing

MOVIE TIME

(15 min)



STEMTAUGHT VISITS THE ULITHI ATOLL

Instructions: Tell students that they are getting to use some of the same materials that STEMTaught donated to 4 schools on the Ulithi Atoll. Here is a movie about the students on the Ulithi Atoll exploring the outdoors and using some of their new science equipment. STEMTaught was part of the science team funded by National Geographic and working with One People One Reef to study the water temperature, coral health, and fish species on the reef in order to help the people learn how to maintain this precious reef ecosystem that supports their life. Now you can try a fun temperature experiment.



STEM TIME

(60 min)

Materials:

- Octopus
- Container of water
- Paper
- Coloring utensils

OCTOPUS OBSERVATION

Instructions:

*STEM coach: Buy frozen octopus from the grocery store.

1. To prepare, defrost the octopus, and place it in a container of water. Say: "This octopus was once a live animal that has feeling, and was very smart. Some people eat these animals, some don't. We need to be respectful of the octopus in the way we think about it and how we handle it."

2. Allow the students to take the hour to observe the octopus. Encourage them to draw and write about what they observe.

Ask: What do you notice? How does it feel? Do you see the suckers under it's tentacles?

3. Take pictures!

Facts to share during the observation:

- 1. They have 8 arms, called tentacles. Octo means 8. There are lots of suckers under each tentacle. These are suction cups that help them hold onto things. They also eat and taste through their suckers.
- 2. If a tentacle gets broken off, it can grow back.
- 3. Octopus have no bones. This helps them squeeze through small spaces and escape from sharks or dolphins that like to eat them.
- 4. They have three hearts.
- 5. They can shoot black ink when a predator is near. This confuses the other animals because they can't see, and the octopus quickly sneaks away.
- 6. They can change color to camouflage themselves and blend in so they can't be seen.
- 7. The mother lays lots of eggs. Then after her babies hatch, she dies.

GAMES, BOOKS, AND JOURNAL

Objective: Allow students time to connect with each other through a fun game. Spend some time reading some fun books with your class, and prompt your students to take a few minutes to write in their journals.

FREE TIME

(25 min)

Materials:

- Books
- Various games
- Journals
- Art supplies for journal

ROBOTICS

(90 min)

Materials:

- Robots
- Why Bricks
- Robot mats
- Remotes
- Happy trash (small pieces of plastic, wrappers, cardboard, etc.)

BEACH CLEAN UP WITH AL

Objective: Say: "Let's clean up the beach with our robots today!"

Instructions:

- 1. Each student gets a robot and creates a build to move trash off the beach.
- 2. Have students code their remotes using the barcodes on the maze side of the robotics mat. Students may also use the clap, bounce in borders, or follow a flashlight barcode if remotes are too difficult.
- 3. Set up 4-6 mats in an open area such as the cafeteria or multipurpose room. Spread out the happy trash in the middle of each mat.
- 4. Each student has 1 minute to clean up the trash (push the trash out of the circle) on the robot mat using their robot. Alternatively, if there are a lot of students, you can have multiple students work together to clear out the trash.
- 5. Make sure to encourage and compliment your students! Have them help with cleanup at the end of the day.

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