



Amazon Adventure

Day 5

TK-3RD GRADE

WELCOME

(5 min)

Instructions: Welcome your students to camp. Say: **"You have been amazing adventurers! Today we will end our camp by making a puzzle, a pet, and playing fun games!"**

Note: If you have chosen a culmination for the sand dollar program, refer to the document and set aside time to help students enjoy the rewards they have earned.

STEM STORY

(10 min)



READ THE STORY 'A MERRY TOWN TRIP'

Instructions:

Read the story with your students. Spend time looking at the illustrations, the fun animals, and talking about the different professions your students notice being discussed. Say: **Buildings in a town are important, but it's the people in a town who all help keep it running. What jobs do you notice people have in your town? What do they do? Do you see any changes in your town when it's time for the holidays?**

STEM TIME

(60 min)

Materials:

- Natural materials gathered from outside (leaves, sticks, rocks, grass etc) or blocks if available



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BUILD YOUR OWN CHRISTMAS TOWN

Say: **Today, you get to imagine your dream Christmas town and build it! You can all make smaller parts of the town. Think about the things YOU would like a town to have and how the way you build your town can help solve everyday problems. Think about all the people and animals that live in your town and make a friendly place for them. You can make roads and transport too. I can't wait to see what you come up with!**

Lab time:

1. Students go outside and collect natural materials. They use these to build freely with. Students can work on their own small piece of the town or build together under a tree. Let students unleash their imagination and creativity.
2. Give students ample time to converse, collaborate, and share ideas with their peers, then role-play various professions.

Optional: Use blocks if available indoors.

STEM TIME

(Continued)

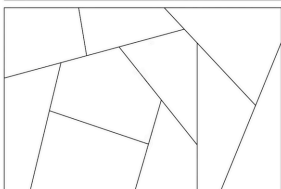
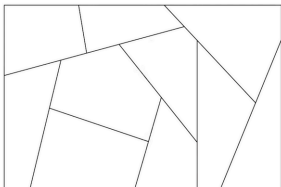
Early finishers can try to document the town in a drawing or think of a name. When time is nearly up, everyone walks around and observes the wonderful creation of their town as a whole.

**STEM TIME**

(60 min)

Materials:

- Blank puzzle
- Pencils/markers

**MAKE A PUZZLE**

Say: **As you have seen throughout the week, scientists collect and organize lots of data. Then, they study that data and think about how it all fits together, kind of like puzzle pieces. Seeing how information fits together is an important part of being a scientist, and today you will be making your very own puzzle!**

What you'll do:

Say: **In the story, you saw how everybody had a different job and worked together. Even the animals were helping out! A town is special because of the way different people and families come together. Everyone plays an important and special part. Can you make a festive holiday town or a Christmas scene for puzzle pieces that will come together?**

- Prompt students to remember the book you just read and draw a Christmas town themed puzzle.
- Students plan out their puzzle with pencil so they can change anything they need to before coloring it with markers. They cut along the lines to create the puzzle pieces.
- Students can switch and solve each other's puzzles. Congratulate your students on their creativity.
- Say: **Great work, scientists! You used and organized the resources and information you had to make and solve amazing puzzles!**

GAME TIME

(20 min)

**ART TIME**

(40 min)

Materials:

- Rocks
- Googly eyes
- Paint (assorted colors)

**GAME TIME**

(15 min)

**PLAY HOLIDAY ALPHABET**

Objective: Players will go around the circle and, in alphabetical order, name holiday-related things. This can include types of decorations, winter foods, festive animals, or holiday traditions.

1. Have players stand in a circle.
2. Give the ball to a player in the circle. This player will begin the game. They must say the name of something that starts with "A."
3. They will then pass the ball to another player who must think of something holiday-related that starts with a "B," and so on.
4. If a player cannot think of something, then they may do an exercise of the teacher's choice, such as run a lap around the outside of the circle or do 10 jumping jacks. The teacher is welcome to switch up the topics or switch to harder letters like X.

MAKE PET ROCKS TO TAKE HOME**Instructions:**

1. Students go out and find rocks to paint and decorate.
2. Students can use the brushes they made on the previous day as well. Say: **After learning about so many patterns, I know you will do an amazing job with your very own rock pet creation.**
3. While students are creating, tell them about rocks.
Say: **"Rocks have been around for millions of years. They are the oldest things on Earth. They are made from minerals found in the earth. The minerals are pressed together with pressure and heat, over a long period of time rocks are formed."**

PLAY HOLIDAY RHYMING BINGO**What you'll do:**

1. Each student gets a Bingo sheet.
2. The teacher calls out a word. Students must find the picture of a word that rhymes with the word the teacher said. For example, if you as the teacher say 'far,' they might mark 'star,' 'car,' or 'jar.'
3. The first student to get three in a row wins! Note: There may be more than one way for a student to get three in a row That's okay! Encourage their creativity. There is even an option to get 4 in a row.
4. Go through the pictures on the sheet at the end and talk about more rhyming words. Here are the words to call out: **Free, Knee, Andy, Far, Sea/See, Blocks, Clocks, Ox, Scar, Bar, Hug, Flea/Flee.**

ART TIME

(30 min)

Materials:

- Camp journals
- Markers
- Pictures
- Scissors
- Glue

AUTOGRAPHS AND MEMORIES

Objective: Students write fun messages to each other on a paper before parting ways for the summer.

Instructions:

1. Have the students share some of their favorite camp memories with each other.
2. Decorate a page for autographs, encourage them to write fun messages on each others papers.

Optional: Set out printed pictures of the students from camp.





STEM STORY

BUILD A TOWN



MAKE A PUZZLE

HOLIDAY BINGO

PET ROCK



AUTOGRAPHS

METRIC

Social Science Foundation 6.2 Awareness of People at Work

Explore with adult support a wider array of work that people do both inside and outside the home. Understand how different types of work help communities meet their needs.

Visual Arts Foundation 1.9 Creating Two-Dimensional and Three-Dimensional Representations

Create two-dimensional and three-dimensional pieces of visual art that often include a combination of objects, figures, and people to illustrate a story or scene, sometimes naming the artworks.

Social Science Foundation 3.4 Contributing to the Group

Contribute to group efforts alongside adults and peers.

Science Foundation 5.1 Engineering Design Process

Engage collaboratively with peers and adults in engineering design by identifying problems in play and everyday activities, planning and creating simple solutions to the problems they identify, and, with adult support, testing and refining their solutions.

Social Science Foundation 3.4 Contributing to the Group

(See above)

Foundation 2.3 Participating in Rhyming and Wordplay

Produce rhyming sounds or words. Rhymes may be imperfect and can be real or nonsense words.

Science Foundation 4.1 Characteristics of Earth Materials

Investigate and describe the characteristics (for example, size, weight, shape, color, texture) of earth materials such as sand, rocks, soil, water, and air.

Visual Arts Foundation 1.7 Demonstrating Motor Control

Demonstrate coordination and increased motor control when working with visual arts tools.

Science Foundation 1.1 Making Observations

Observe and actively explore objects and events using their senses and describe their observations in greater detail.

Visual Arts Foundation 1.5 Using Visual Arts Materials

Use a range of materials to create two-dimensional art.

Visual Art Foundation 1.3 Drawing or Painting Lines and Curves

Use straight and curved marks and lines, circles, and other shapes with increased precision and detail to create drawings or paintings of people, animals, or other objects that are mostly recognizable.



Draw a festive holiday scene and color it in. Then, cut out your puzzle pieces, jumble them, and solve it! Write your name on the back and switch with a friend.

