



PROGRAMMING AND START YOUR SEEDS

Grades K-3/4-8

PREPARE YOUR SEEDS FOR PLANTING

K-3: Students will program their robots

4-8: Students will plant their seeds in trays or dixie cups

BULA!

5 min

SNACK / FREEPLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

-  Chromebooks
-  Robots
-  Legos

Materials:

-  Seed trays or dixie cups
-  soil
-  containers of water
-  Pippi Pipettes
-  seeds

Bula is Fijian for hello!

Greet your students. Be friendly. Use their name, ask a question, give a high five, or thumbs-up! Take roll. Mark down which students took a snack and tally the snacks given out.

Enjoy free play:

Students enjoy playing outside and eating their snacks.

Read the story:

Read to your students outside as they sit in a circle. Older students may choose to read their own books during this time.

Grades K-3: Programming

K-3 Instructions:

STEM Coaches will go to the portal and help students with the next Edison programming lesson they are on. Students may choose to build a Lego creation on top of their robots.

Link to portal: <https://www.stemexpandedlearning.com/robotics>

Grades 4-8: Prepare your seeds

Say: "A great way to get the most out of the growing season is to start your seeds early! We will begin growing seeds indoors, and then transfer them into the garden after the last frost date for the season. This will allow you to enjoy the garden as long as possible, and grow strong and healthy plants!"

4-8 Instructions:

Starting seeds is easy! Here are some fool proof steps to follow that will get the garden off to a great start!

1. Fill your seed trays or dixie cups with the soil. Gently tap them against the table to help the soil settle, and add more as needed.
2. Moisten your potting soil. You will want it to be thoroughly damp, but not totally drenched. Students can use Pippi Pipettes to moisten soil in a controlled way.



STEM TIME

50 min

3. Plant and label your seeds. The seed packet will tell you how deep to plant your seeds. A good rule of thumb is to plant them about 2-3 times as deep as the longest side. You can easily make a hole with either your finger or the end of a pencil. You will want to label your trays or cups with the type of seeds you plant as you plant them, along with the date you planted them on. This will help you remember what you planted, and how much time has passed as your seeds grow to maturity.
4. Water your newly planted seeds very lightly.
5. Next, find a warm spot near a window to place your seed trays or cups. Optimally, the temperature for the seeds will be around 70 degrees Fahrenheit. If you have seed trays that have come with a cover, you can place the cover on at this time.
6. Check the soil every day for moistness, and water as needed. Be sure to not over water. Make sure to water the seeds well before the weekend.
7. If you have a plastic cover over your seed trays, remove it when the seeds have sprouted.
8. Continue to monitor your sprouts. Ensure they have adequate light and water.
9. When the sprouts have grown to a good size, the last frost date has passed, and the garden beds are ready, you will want to "harden off" your plants. A sudden change in temperature can harm them. A good way to do this is to set your plants outside in a safe and sheltered place for a few hours each day, until you are ready to plant.

SPORTS / GAMES

25 min

Materials:

- soft foam balls
- cones

*Older students may practice their sport if they don't want to play the game.

Robot Tag

Good robots will run from the bad robots and try to stay in the game.

Instructions- In this game of tag there are good and bad robots. Choose a handful of players to be the bad robots. They will be the taggers. Each tagger will get a soft foam ball to tag with. Have the good robots spread out within the play area. Set up an out-zone in the middle of the play area by forming a square using cones. This is where the good robots will go when they are tagged. In order to re-enter the game, other good robots can run by and high five the robots in the out-zone. The catch is, only one player can be high fived by a good robot within a 30 second time frame. The game ends either after a set amount of time, or when all the good robots end up in the out-zone. Play multiple rounds.

HOMEWORK / FREE PLAY

20 min

Instructions:

Allow your students some homework time. If they need help let them know you can help them. If they do not have any homework they can have some reading time, or they can have free time to go outside and play.

CLEAN UP / DISMISSAL

5 min

Clean up/pack up/dismissal

Clean up, pack up and head home.

