



MAKE A T-SHIRT

Grades K-8



MAKE A SHIRT TO SHOW YOUR PERSONALITY

Students design a shirt that tells others about themselves using patterns.

Have students bring in an old T-shirt to draw on, buy plain white T-shirts for your class, or simply use the printable student sheets instead of shirts.

HALLÓ!

5 min

SNACK & FREE PLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- T-shirts or paper t-shirts
- Pattern keys
- Colored pencils
- Crayons
- Markers
- Colorful sharpies/fabric markers/ puff paint, etc.
- Paper to put inside shirts to keep supplies from bleeding through

Halló is Icelandic for hello! (Pronounced Hal-low)

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 how many snacks were given out.

Enjoy Free Play:

Students will have their snack and enjoy time to free play.

Read the story:

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

Create a crazy T-shirt

Students design a shirt that tells others all about them using patterns with specific meanings.

Instructions:

1. **Say-** "You can guess a lot about someone by looking at what they wear. If you see someone in a police uniform, what do you assume their job is? (A police officer.) If you see someone wearing a sports jersey you might assume they either play or like to watch sports. Today we are going to take patterns that you see all the time and give them new meanings! We're going to make fun personality t-shirts and put those meanings together to represent our characteristics!"
2. Have students look through the sentences attributed to each of the eight pattern options provided on their pattern key, then use the patterns associated with each sentence to decorate a shirt. They can either use a t-shirt they brought from home or use the t-shirt design on the printable student sheet. They can also make new patterns and write their own meanings for them on their key in the space provided. Provide students with supplies for the activity. If they are designing on paper, crayons, markers, or colored pencils will work. If they are designing a real t-shirt, then sharpies or various types of non-washable paints will work well. Give them paper or cardboard to put inside the shirt while they are designing so the markers or paints do not leak through the shirt.



STEM TIME

50 min

SPORTS / GAMES

25 min

Materials:

- 2 foam balls per 10 students

* Older students may choose to practice their sport instead of playing the game of the day.

HOMEWORK / FREEPLAY

20 min

CLEAN UP / DISMISSAL

5 min

3. Have students show their T-shirts to their neighbors, and explain why they chose the designs they added to their t-shirts!

Ask: "Did you learn something you didn't know about your neighbor from their shirt?"

*STEM coaches can bring extra t-shirts from home for students to use in case there are students who do not have one to decorate.

Straddle Ball

Players will try to score a goal through the legs of the other players in the circle, while trying to keep the others from scoring a goal between their own legs.

Instructions- For groups with more than 20-30 students, players can be organized into two or more groups. Players will form a circle standing with their legs wide apart and their feet touching the other players feet on either side of them. The goal will be the space between the players feet. To keep the ball from making a goal the players can defend their space by only using their hands with their palms out and fingers facing down.

To play the game players will bend their knees to get low and the player/players with the ball/balls will tap the ball with their palms to try to make goals, while the others will try to block the goals. Players may not reach in front of another player's goal, and they may not hold onto the ball or stop it at any time. If the ball gets through a player's legs, that player is out. If the ball goes out of the circle any other way besides through a goal, then the game starts over. The game will end when the STEM Coach decides.

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/pack up/dismissal

Clean up, pack up and practice lining up.

