



ASSEMBLE SKELETONS AND TINKERCAD



Grades K-3/4-8

ASSEMBLE YOUR SKELETONS

K-3 Your students will continue the dinosaur skeleton activity from the previous day.

4-8 Your students work on their Tinkercad lessons.

G'DAY!

5 min

SNACK & FREE PLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- Paper dinosaur bones
- Stories - A Paleontology Expedition in Moab
- Glue sticks
- Building Barbs

G'day is Australian 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 how many snacks were given out.

Enjoy Free Play:

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

Read the story:

K-3 Read the story of the day. Older students may choose to read their own books.

Assemble a paper dinosaur skeleton

Students will continue the activity from the day before.

They will either assemble the Moabosaur bones from the story A Paleontology Expedition in Moab, or the Ichthyosaur bones. The following instructions are for the Moabosaur bones printable.

Instructions:

1. Students assemble their dinosaur bones into a complete skeleton. The students should not use a picture of a completed image of a skeleton for reference, and should instead attempt to assemble the skeleton themselves as best they can manage.
2. Once the students have finished assembling their paper skeleton, show them the in-class video for this activity.
(<https://www.youtube.com/watch?v=T9mZhfTp5LE>)
3. Students use glue sticks to finish the assembly of their dinosaur skeletons. Pause the in-class video at 1:47 seconds so students can get a good look at the finished skeleton.
4. When students complete their skeletons they may also build a dinosaur using building barbs and straws.



STEM TIME

50 min

Materials: Chromebooks**GAME/SPORTS PRACTICE**

25 min

* 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

Grades 4-8: Tinkercad

Students will continue to work through their Tinkercad lessons

Dino, May I?

The object of this game is for the players to reach the “Dino” before their peers by moving like various dinosaurs.

Instructions- This is a variation of Mother, May I. To play the game, organize players into groups of about 10 or so. Each group will be assigned an area on the playing field to play the game. One person from each group will be chosen to be the “Dino.” The players will line up about 20 to 30 feet away from the Dino. Each player will take a turn asking the Dino a question. The question must begin with the phrase, “Dino, May I ____.” Then they fill in the blank. In this game the players will be asking if they may move forward by moving like a dinosaur. They may ask questions like, “Dino, may I take 3 leaps forward?” or “Dino, may I stomp 4 times forward?” The Dino will then reply with “yes you may,” or “no you may not.” The first player to reach the Dino becomes the new Dino. Players can take turns to make sure everyone has the opportunity to be the Dino.

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.