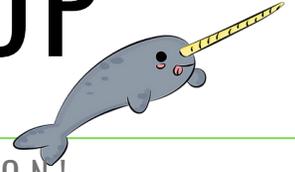




CARDBOARD LAPTOP

Grades K-8

**WE ARE GOING ON AN ANTARCTIC EXPEDITION!**

K-8 Students will design their own laptop for an Antarctic expedition, and set up basecamp.

DIA DUIT!

5 min

SNACK & FREE PLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- PDF of cutouts for each student
- Card board, card stock, or manila folders
- Scissors
- Duct tape and glue
- Brightly colored pens or pencils.
- Scrap paper for decoration

Dia Duit is Irish for hello! (pronounced Jee-ah Ghwitch)

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.

Design a laptop and set up base camp!

Today we are going on an Antarctic expedition! You will design your own laptop to use during the trip, and then we will set up base camp!

Instructions:

Say- "Every great scientist needs a great computer! To prepare for the expedition you will be making your own laptop to take along to the Antarctic. Once your computer is complete, you will work together to set up base camp using tables, chairs, and other classroom items."

1. The students can choose to create their own laptop design, or they may use the provided example.
2. Carefully cut out the computer and keyboard.
3. Cut out the components. Place them in their own pile.
4. Cut out the operating systems, files, stickers and website and place them in a separate pile.
5. Cut out cardboard, or use card stock or manilla folders as a base to glue the computer and its pieces onto.
6. Fold the computer in half and place each component inside the computer where it belongs.
7. Choose the operating system you want your computer to run on, and place it on the computer case.
8. Decorate your computer with the stickers.
9. Make a fun jingle when you power the computer on for the first time.



SPORTS / GAMES

25 min

Materials:

 Ball

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

HOMWORK / FREEPLAY

20 min

CLEAN UP / DISMISSAL

5 min

Now its time to set up base camp! Clear a space for camp to be set up. Older students may use the classroom furniture and other items to make a base camp. Allow the younger students to play make believe as scientists in Antarctica!

Ask- "What are you going to study on the expedition? Maybe Animals or the ocean?" "What would you like to learn about that?" "How will your laptop help you during the expedition?"

Keep the Ball

Instructions- Organize the students into two teams. Set boundaries for the students to not go out of, either with cones or within the lines of a basketball court. Teams can spread out and run around in this area. Set a timer for a set amount of time. The STEM Coach will toss the ball up into the air. At this point each team will work together to try to keep the ball in their possession. In order to do this, the players may pass the ball to their team members. There are two rules to remember. First, when a player passes the ball to a teammate, that teammate cannot pass the ball back to the player who threw the ball to them. Second, when a student catches the ball, they may only have it in their possession for 5-7 seconds, then they will need to pass the ball on to someone else. The team in possession of the ball when the timer runs out wins!

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/Free play/Dismissal

Clean up, pack up and practice lining up.