



# MAKE A KAZOO AND PROGRAMMING

Grades K-3/Grades 4-8

## MAKE A STRAW KAZOO

K-3 Students will make their own kazoos using straws.

4-8 Students will program the robots.

### ZDRAVO!

5 min

#### Zdravo is Bosnian 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.

### SNACK & FREE PLAY

30 min

#### Enjoy Free Play:

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

### STORY TIME

15 min

#### Read the story:

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

### STEM TIME

50 min

#### Grades K-3: Make a kazoo

**Say-** "A drinking straw can vibrate in a way similar to a clarinet reed. Today we will use a drinking straw to make a reed kazoo!"

#### Materials:

- Drinking straws
- Scissors

#### Instructions:

1. Have students bite the end of a straw so that it is flat.
2. Students cut the end of the straw to make a triangular point.
3. Students put their lips near the triangular point and blow to play their kazoos; they can cut their straw shorter or cut a hole in it to get a higher note.
4. Have students take their instruments outside to play them. Encourage the students to try and perform a song on their instrument, and then stand up and perform it for the group. Students love getting to perform so give them some practice time. They can choose if they want to form a band or perform solo.
5. When the students have finished the activity, they may color the coloring page.

**Ask-** "How does your straw kazoo make sound?"

Answer- "With vibrations."



## Materials:

- Chromebooks
- Robots
- Legos

## SPORTS/GAMES

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: Programming

### 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>

## Cat and Mouse

Instructions- Choose one cat to be the cat and one to be the mouse. All of the other players will hold hands or link arms and form a circle. The mouse will be inside the circle and the mouse will be outside of the circle. To play the game, the mouse will begin by running outside of the circle and weaving around the players in the circle. The mouse can go in and out of the circle as they please, but the cat must remain on the outside. The players can raise their arms to let the mouse through, and they can use their arms to block the cat. Once the cat tags the mouse, the mouse will become the cat for the next round, and a new mouse will be chosen.

### 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.

