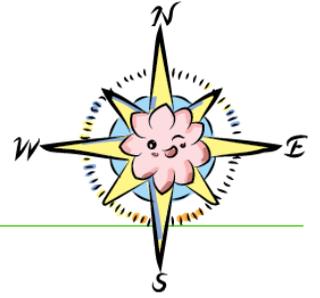




PROGRAMMING AND ORIGAMI COMPASS

Grades K-8



MAKE AN ORIGAMI BOAT COMPASS

K-3 Students will program their robots

4-8 Students learn how Earth's magnetic field works by using a homemade origami boat and a magnet

HOLA!

5 min

Hola is Catalan 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 / FREEPLAY

30 min

Enjoy free play:

Students enjoy playing outside and eating their snacks.

STORY TIME

15 min

Read the story:

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

STEM TIME

50 min

Grades K-3: Program your robot

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>

Materials:

- Chromebooks
- Robots
- Legos



Materials:

-  Card stock paper
-  Bar magnets
-  Scissors
-  Bins of water
-  Folding instructions

Grades 4-8: Make an origami boat compass

Students learn how Earth's magnetic field works by using a homemade origami boat and a magnet.

Instructions:

1. Have students cut out the squares of card stock paper that they will use to make their origami boats.
2. Have students fold their squares of card stock paper into boats according to their instruction sheets. Students may use their instructions sheets to practice folding a boat before folding their card stock.
3. Students float their boats in still water, place magnets in their boats, and watch their boats turn to the north.

Ask: How quickly or slowly does your boat turn? (Pretty slow.) In what direction does it turn? (Either direction depending on the position of the boat. The magnet will take the shortest path to point north). What happens when the boat gets near the side or the container? (It sticks).

SPORTS / GAMES

25 min

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

Materials:

-  Ball

Hot Potato Hide and Seek

Objective- Players will hide and the seeker will find a player to pass the ball to. A new seeker will try to find another player and pass the ball off before the timer runs out!

Instructions- This is a variation of the classic game of Hide and Seek. One player will be chosen to be the "seeker." This player will be given a ball and count to 100 as the other players hide. Once they reach 100, they will go out and try to find the players. The STEM Coach will set a timer for a set amount of time. When the seeker finds a player, they will pass the ball to that player and that player becomes the new seeker. The game will continue in this order until the timer runs out. The player holding the ball when the timer goes off will become the next counter and seeker.

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 practice lining up.

