HABITATS AND PROGRAMMING

Grades K-8

LEARN ABOUT DIFFERENT HABITATS

K-3 Students color their habitat poster and play a habitat game.
4-8 Students will program their robots.

BONJOUR!
5 min

Bonjour is French 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

Outdoor play:

Students enjoy playing outside and eating their snack.

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: Color an animal poster and play a fun game!

Students color their animal poster, then play a fun habitat game

Materials:

- Crayons or markers
- Student sheets
- Scissors

Instructions:

Say: "This video shows baby animals that were rescued from various habitats. As you watch the movie see if you can figure out the habitat that each animal is from. " (https://www.youtube.com/watch?v=83fE5YCpvbo)

2. After you watch the movie color the printout of some of the different habitats that exist in our world. STEM Coaches can read a little about the different animals to the students as they color them on pages 32-47 in the "There are Many Types of Living Things" STEMTaught Journal. You can also show these pages on the smartboard for students to reference what the real animals look like.

3. Next have students play the double dice habitat game!

Students draw each of the habitats on their habitat cubes. You may ask the students at this point to share with a neighbor which habitat they would most like to live in and why, and ask for a show of hands to view which habitats students chose.

Then, preview the questions on the question cube, reading each question on the dice with your class before following the instructions on page 48 under “Prepare Your Paper Cubes (Dice).”

Once students have made their dice, demonstrate rolling them and playing the game for the class to see. Ask if students have any questions before pairing them up and letting them play for a few minutes. Students may look back at the pages describing each habitat if they need to when answering the questions!

STEM TIME

Materials:

- Chromebooks
- Robots
- Legos

Grades 4-8: Program your robots

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

SPORTS/GAMES

25 min

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

Robot Says

The students will play Robot Says as they follow different commands and move in robot-like motions.

Instructions- Depending on group size, students may be organized into smaller groups. Students will line up facing the leader who will be the robot commander. Either the STEM Coach or students can lead. The commander robot will call out different commands to the other robots and demonstrate the actions they will need to do. The other robots will follow their commander, but only when the commander says, “Robot Says.” For example: Robot says to reach for the sky, or Robot says to walk in a circle, and the commander may demonstrate this in robotic like motions. Every few actions the commander calls out, they will try to trick the robots and will call out and demonstrate an action without saying, "Robot Says." If a robot does the action, then they must walk around the play area like a robot, and when they return, they may re-enter the game. Each round a new commander may lead the game.

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 head home.