



MAKE A SCARECROW AND PROGRAMMING

Grades K-3/4-8



MAKE A FUN CRAFT

K-3: Students get to make a scarecrow for the garden!

4-8: Students will program their robots.

TĀLOFA!

5 min

SNACK / FREEPLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- Wooden garden stake
- Straw
- Straw hat
- Fun fabric for body
- Ribbon
- Yarn
- Buttons/felt/etc. for face
- Burlap and stuffing for head, or a bucket for head
- Glue, or embroidery needles and thread or yard
- Reusable trash items

Most of these materials are optional. Not all items may be needed.

Tālofa is Samoan 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 the snacks given out.

Enjoy free play:

Students enjoy playing outside and eating their snacks.

Read the story:

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

Grades K-3: Make a Scarecrow

Say: "Today we are going to make a scarecrow for the garden!"

K-3 Instructions:

For this activity the STEM Coach can either have the students work together as a class to make a scarecrow for the garden, or allow each garden group to make a scarecrow to put next to their garden beds.

The following instructions may be used to guide the students, but allow them to be creative and choose how they would like to create the scarecrow. The materials are optional. You may not need all of the items listed. Another fun way to make a scarecrow is to have the students utilize trash items found around campus to form their scarecrow. This could be a fun way to teach about repurposing trash to make something useful.



STEM TIME

50 min

Materials:

-  Chromebooks
-  Robots
-  Legos

SPORTS / GAMES

25 min

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

HOMEWORK / FREE PLAY

20 min

CLEAN UP / DISMISSAL

5 min



K-3 Instructions continued:

1. The STEM Coaches will have supplies set out for the students to choose what they need to make the scarecrow.
2. First, create a frame. Use a wooden stake, and add straw for arms if desired. Tie up a bunch of straw, and fasten it to the stake using yarn or other string.
3. Make the outfit. Cut some fabric to drape over the frame. Tie the waist with ribbon.
4. Add a head. Use a bucket, or stuff burlap with stuffing and tie the burlap with string. Decorate the burlap to make a face using felt, buttons, etc.
5. Add hair. Use straw or yarn to make hair. Attach by sewing, or with glue.
6. Attach a hat or other accessories.

Grades 4-8: Programming

4-8 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>

Follow the Scarecrow

In this variation of Follow the Leader, players will line up and one player will stand at the front of the line and be chosen to be the scarecrow. The scarecrow will then lead everyone around the play area and they will follow along. As they follow the scarecrow, the scarecrow will say different "If, then" commands such as, "If I weave through these trees, then you will weave through these trees," or "If I jump across the basketball court, then you will jump across the basketball court." The scarecrow can lead everyone through the play area which could include, around the play structure, up the steps and down the slide, under the structure, across the monkey bars, around the basketball courts, balancing as they walk across a line, through the field, and so on. Once the leader has led for a couple minutes, choose a new leader to continue the game.

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 head home.