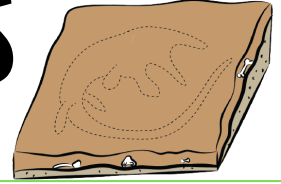




IMPRINT FOSSILS

Grades 4-7



MAKE AN IMPRINT FOSSIL

Students will make an imprint fossil!

G'DAY!

10 min

STORY & SNACK

20 min

SPORTS / GAMES

30 min

- 4 colored hula hoops
30+ balls/beanbags
- Soccer Balls/Volleyballs
Basketballs Beanbags
Any other ball
- A Whistle to start/stop
the game.

*** (For a hot day) ***

STEM Coach can stand in the middle by all the eggs and hold a hose with a nozzle turned to mist up in the air so water sprinkles down on students who come to get a clown fish egg

G'day is Australian 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.

Read the story:

Today's story is called Imprints are Fossils. Read the story to your students outside as they sit in a circle.

Barracuda

This game is a variation of the game Rob the Nest. Students will work in teams to get as many balls to their base as possible. Instructions- Set up the four different colored hoops. One for each corner of the playing field. These hoops will be the clown fish nests. Put all the balls and bean bags in a pile in the center of the playing field. These will be the clown fish eggs. Organize the students into four fish families. Have each family stand at their nests. The fish will compete to try to get as many eggs in their nest as possible. When the instructor says "Go!" One player at a time from each family will run to collect one egg at a time, and bring it back to their nest. The type of egg the player picks will determine the way the player brings back the egg.

-A soccer ball - Kick the ball between your feet on the way back to the nest.

-A basketball - Dribble the ball back to your nest

-A bean bag - Balance it on your head back to the nest

-A soft foam/bouncy ball - put it between your legs and hop back to the nest.

Players will run to collect eggs from the nest until all the eggs have been collected. Once all the eggs are in the nests, the instructor will blow the whistle and shout, "Barracuda!" At this point, all the players will be given 1 to 2 minutes to run to the other players nest and try to get one egg at a time. Players are not allowed to guard or block others from taking the eggs from their nests. Once the time is up, the instructor will shout, "Stop!" The team with the most eggs in their nest wins!



STEM TIME

50 min

Materials:

- Spoons
- Foil Pans 1/group to mix in
- Paper Plates 1/student
- 2 cups all-purpose flour
- 2 cups salt
- 2 cups warm water
- Shells from the Marine Habitat's Koa crate (STEMTaught Shelf)

NATURE JOURNALING

15 min

CLEAN UP / FREE PLAY

25 min



Make an Imprint Fossil

In this lab students will be making an imprint fossil using a salt dough mixture. Read the directions with your students so they understand the basic idea of what they'll be doing. Remind students that this is not for eating!

Explain:

-At the bottom of the ocean is a lot of small particles of mud, sand, and dead sea creatures that are constantly falling through the water and covering the sea floor. When creatures dig or burrow or come to rest in this mud the shape can be preserved as an imprint. Today we get to make our own salty ocean floor mud. What kind of imprints will you make?"

Instructions:

Have students go on a nature walk and collect something that they want to use to make an imprint in the dough: leaves, sticks, shells (from marine habitat crate), toy dinosaurs, bones, etc.

This is a great activity to do outdoors, but can be done inside the kitchen as well! Pair students up in groups of 5 to make salt dough using the recipe. Roll out salt dough and cut out mediums sized circles. Have students take their leaves, sticks, shells, etc., and make imprints into their circles of salt dough.

1. In a large bowl, stir together 2 cups of salt and 1 cup of warm water.
2. Slowly stir in the 2 cups of flour to the salt and water mixture.
3. Knead the mixture by hand to better combine the ingredients. The mixture should become doughy; add more flour if needed.
4. Divide the dough among the students and start creating!
5. Leave them in the sun to harden for a day or 2.

Ask:

- "Have you ever sculpted with clay or play-doh?"
- "What types of materials make good imprints?"

Instructions:

Say - "Today we got to do a fun activity full of collecting, mixing and creating our own fossil imprints. Write a journal entry about your experience.

Clean up/Free play/Dismissal

Allow your students some free time. Some students may wish to finish working on their STEM project. Others may want to journal or scrapbook about their day. Other students may want to go outside to play. Clean up, pack up.