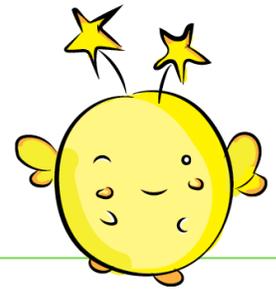




20 QUESTIONS AND PROGRAMMING

Grades K-3/Grades 4-8



PLAY A CLAPPING GAME

K-3 Your students will play 20 questions and communicate the answers with claps.

4-8 Your students will program their robots.

HALLÓ!

5 min

SNACK & FREE PLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- Animal cards
- Rubber bands
- Question cards

Halló is Icelandic for hello! (Pronounced Hal-low)

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.

Enjoy Free Play:

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

Read the story:

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

Grades K-3: Play 20 Questions

Students will play a 20 questions clapping game.

Instructions:

1. **Say-** "Today we are going to play 20 Questions, with a twist! You can only use claps to communicate your answer to each yes or no question."
2. Have the students get into groups of four. Each group will get a sample question card, a stack of animal cards, and a rubber band for each player. The stack of cards will be face down. There are enough cards for the groups of four to play five times. When the players choose a card they cannot look at it. At the start of each round each player will be wearing a rubber band on their head, and they will draw a card and place the card under the rubber band facing the other players. The players will go around the circle and take turns asking yes or no questions to try and figure out the animal on the card they have. They may use the questions written on the question card as suggestions to get them started, then they may come up with their own questions! The groups may also come up with their own clapping code. An example could be one clap means yes, and two claps means no.
3. **Say-** "What else would you like to say with your clapping code? Perhaps you could think of a new clap pattern or clapping tune to say the following things! 'Let the game begin!' and 'The answer is 'maybe.'"

Example: Applause claps (clap quickly).

Example: Clap three times meaning "Maybe" (clap, clap, clap).



STEM TIME

50 min

4-8 Materials:

-  Chromebooks
-  Robots
-  Legos

SPORTS / GAMES

25 min

Materials:

-  Eight cones: four of one color and four of another if possible.
-  Ten+ bean bags or small objects.
(A larger number of items may be necessary for larger groups.)

* 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: 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>

Plant the Trees

Teams will race to collect as many bean bags as they can before time runs out.

Instructions- Use cones to set up the play area into three sections. There will be two outside sections for the teams, and there will be a middle section they will be running across. Organize students into two teams, and have each team go to their section. If the cones are two different colors, then the teams can be named after their cone colors. Disperse an equal number of beanbags or small objects on each team's side. To play, have teams line up. When the STEM Coach says "Plant the Trees!" players will race to pick up one bean bag at a time and bring it back to their side. After about two to three minutes the STEM Coach will end the round and see how many bean bags each team has. For each round teams may be re-organized or given different challenges of how they must bring the bean bags to their side. One challenge could be that they must walk it back on their head or hop back with it between their legs. They could even crab walk it back with the bean bag sitting on their bellies! Feel free to be creative!

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.

