



PROGRAMMING AND LEARN TO READ BRAILLE

Grades K-8



LEARN TO READ BRAILLE

K-8: Students will practice using their sense of touch to read braille

MERHABA!

5 min

SNACK & FREE PLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- Chromebooks
- Robots
- Legos

Merhaba is Turkish 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.

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: Programming 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>

Grades 4-8: Learn to read Braille

Students test to see how well they can use their sense of touch to identify different letters of Braille.

4-8 Instructions:

1. Watch the video that teaches a trick to help students remember some of the letters of the Braille alphabet. You only need to watch the first 3 minutes.
2. Lay the sheets of paper on a carpet (or similarly semi-soft surface) to poke all the holes as directed. Finally, cut out each card from each page.

Say- "Take some time to learn each card. Learning all 26 letters at once might be too hard so try learning just three and get really good at them. Then try mixing in three more until you feel pretty good about most of the letters. You don't actually have to memorize all 26 in order to do the activity, but it could help!"



STEM TIME

50 min

Materials:

- Worksheets
- Pencils
- Scissors
- Blindfolds

SPORTS / GAMES

25 min

Materials:

- Ball

* 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

4-8 Instructions continued:

3. Once students have had a chance to practice, they can pair up. One student wears a blindfold and one student places a Braille card on the desk in front of them (making sure it is facing the correct way!) The blindfolded student tries to feel the pattern of the bumps.

Say- "You do not need to know what letter it is! Just feel where the bumps are and the shape they make.

-The other student takes away the card and hides it while the first student takes off their blindfold. They use one of the squares on their worksheet to draw the pattern they think they felt. The other student can check and see if they drew it correctly, they will check the "Yes" or "No" box for that square.

Keep the ball

Objective- Teams will work together to keep the ball in the possession of their team.

Instructions- Organize the students into two teams. Set boundaries for the students to not go out of, either with cones or within the lines of a basketball court. Teams can spread out and run around in this area. Set a timer for a set amount of time. The STEM Coach will toss the ball up into the air. At this point each team will work together to try to keep the ball in their possession. In order to do this, the players may pass the ball to their team members. There are two rules to remember. First, when a player passes the ball to a teammate, that teammate cannot pass the ball back to the player who threw the ball to them. Second, when a student catches the ball, they may only have it in their possession for 5-7 seconds, then they will need to pass the ball on to someone else. The team in possession of the ball when the timer runs out wins!

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.