



# JELLO CUPS AND PROGRAMMING

Grades K-8

K-3 The students will make underwater Jello cups and design an edible underwater scene.

4-8 Students will program their robots.

K-8 They will also have the option of observing pond water under a microscope if available.

## BONJOUR!

5 min

## SNACK / FREEPLAY

30 min

## STORY TIME

15 min

## STEM TIME

50 min

### K-3 Materials:

- 2 boxes Jell-O, Berry Blue Flavor
- 1 pack of Honey Teddy Grahams
- 2 boxes of Rainbow Nerds
- Clear Plastic Cups (2 per student)
- 1 pack Gummy Lifesavers
- 1 pack of Airheads Extreme Sourfuls
- Drink Umbrellas  
Optional: Gummy fish and/or Gummy Sharks

### 4-8 Materials:

- Chromebooks
- Robots
- Legos

### 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.

### Enjoy free play:

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

### Read the story:

Read the story of the day. Older students may choose to read their own books.

### Grades K-3: Make underwater Jell-O cups

#### Instructions:

Make the Jell-O according to the package directions.

1. Place 3 tablespoons of nerds into the bottom of 5 plastic cups.
2. Then put an empty cup into each of the cups with the nerds as the rocks under the blue gelatin ocean water.
3. Place a gummy shark or fish down in each cup like it is swimming.
4. Pour Jell-O into each of the 5 cups, and fill within 1/2 inch from the top.
5. Refrigerate the cups for 3 hours or until gelatin is completely set.
6. Once the Jell-O is set, use the Lifesavers and Airheads as floats to put on top of your blue gelatin water.
7. Place Teddy Grahams on the floats.
8. Don't forget the umbrella to each cup!

**Note:** This recipe makes 5 Jell-O cups. Make as many batches as needed.

### 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>



## Materials:

- Pond Water
- Microscopes
- Pippi Pipettes
- Tedros test tubes

## SPORTS / GAMES

25 min

### Materials:

- Chalk or paper and a marker
- Tape
- List of animals and whether they live in warm or cold climates.

## HOMWORK / FREE PLAY

20 min

## CLEAN UP / DISMISSAL

5 min

 www.stemelop.com

## Grades K-8: \*Optional activity: Collect a water sample

Students collect water samples that they will investigate in a future lab.

Project link: <https://www.stemtaught.com/cellsinpondwater>

### Instructions:

1. Play the in-class water sampling movie for your class. The movie explains how to collect a water samples that contain microscopic life. (<https://www.youtube.com/watch?v=y3CYBtVRePk>)
2. Pass out one Pippi Pipette and one Tedros Test Tube per student.
3. Take students to a local standing water source to collect a water sample. Emphasize that if students can collect green moss, algae, or water plants, there will likely be microscopic life in their sample.

## Hot and cold hopscotch

Students will play a fun game of hopscotch and will attempt to hop only on the warm or cold squares to make it across the hopscotch squares.

Examples of animals that like cold weather: Polar bear, Penguin- Arctic Hare, Narwhal Whale, Beluga Whale, Northern fur seal, Caribou

Examples of animals that like warm weather: Desert fox, Lizard, Alligator, Dog, Tropical Fish, Elephant, Ground squirrel

Instructions- Create multiple hopscotch patterns using chalk or paper and tape. With the chalk or a marker, label the squares either warm or cold. There should be one pattern for every 5 to 7 students. Organize students into as many groups as there are hopscotch patterns. To play the game, students will line up at their hopscotch patterns. The STEM Coach will call out an animal and whether it lives in a warm or cold climate. Students will take turns hopping across the hopscotch pattern on one foot, by hopping only on the squares labelled for the climate that animal lives in. For example, if the STEM Coach says "Penguin, cold," the students would hop across the hopscotch pattern only on the cold squares. If the STEM Coach says, "Kangaroo, warm," the students will hop only on the warm squares. If the STEM Coach calls out an animal, such as a camel, who can live in both cold and warmer temperatures, the students may cross by hopping on all the squares. A variation of this game could be to choose to make this game a relay, or competition.

### 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.

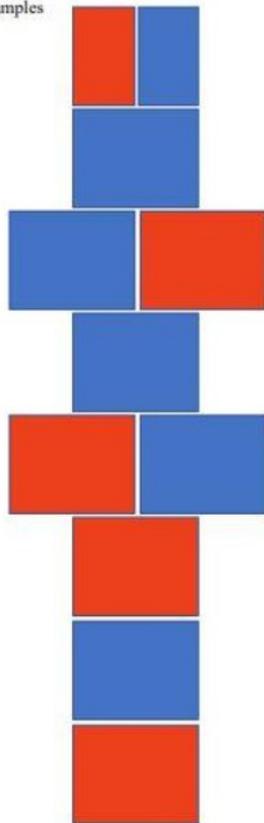


# HOPSCOTCH PATTERNS

These are templates that the STEM coach may follow to help them get started with the hopscotch game!  
 Feel free to come up with more patterns for the students.

Hopscotch Pattern Examples

- Blue = Cold
- Red = Warm



Hopscotch Pattern Examples

- Blue = Cold
- Red = Warm

