



PROGRAMMING

Grade K-3



PROGRAM YOUR ROBOT

Students will program their robots

G'DAY!

5 min

SNACK & FREE PLAY

30 min

STORY TIME

15 min

*4-8 Older students may choose to read their own books.

STEM TIME

50 min

Materials:

-  Chromebooks
-  Robots
- *Optional- Legos

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.

Enjoy Free Play:

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

Read the story:

K-3 Read the story of the day.

Program Your Robot

Students will program their robots. Learning to computer program is a 21st century skill that every student needs. Computer programming can provide important opportunities for students to learn other skills as well. Students are able to learn how to fail at something and try again. This helps them learn perseverance and problem solving skills. These skills among others are skills that can only come through practice, and will be of great value to them as they face other challenges in life, school, and the work place.

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>



GAME / SPORTS PRACTICE

25 min

* 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

Capture the Dino Eggs

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 dinosaur nests. Put all the balls and bean bags in a pile in the center of the playing field. These will be the dinosaur eggs. Organize the students into four dinosaur families. Have each family stand at their nests. The colored hoops will be the family names (blue family, red family, etc.). The families 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. If it is a soccer ball, the player must kick the ball between their feet on their way back to the nest. If it is a basketball, the player must dribble the ball. If it is a bean bag, they must balance it on their head. If it is a soft foam ball or bouncy ball, they must put it between their 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 shout, "Capture the Dino Eggs!" At this point, all the players will be given 1 to 2 minutes to run to the other players' nest and collect 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.

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.

