



# PAINT ROCKS AND PROGRAMMING

Grades K-3/4-8



## PAINT ROCKS FOR YOUR ROCK GARDEN

**K-3:** Students get to paint rocks to add to their rock garden!

**4-8:** Students will program their robots.

### BUNÂ!

5 min

### SNACK / FREEPLAY

30 min

### STORY TIME

15 min

### STEM TIME

50 min

### Materials:

- River rocks, shells, coral
- Paint brushes
- Acrylic paint
- Paper plates
- Disposable cups of water
- Paper towels

### Bună is Romania for hello! (Pronounced Boo-na)

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 the snacks given out.

### Enjoy free play:

Students enjoy playing outside and eating their snacks.

### Read the story:

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

### Grades K-3: Paint rocks

Say: "Today we will be painting more rocks to grow our rock garden! Feel free to decorate them with fun designs, uplifting words or quotes, and with things that you love!"

### K-3 Instructions:

1. Set up the supplies at the tables where the students will be painting. They will need river rocks, or shells or coral if either of those are more easily accessible, acrylic paint squeezed onto paper plates, paint brushes, water cups for the brushes, and paper towels. The students can share paint, so you may want to set out a paper plate of paint for every 2 to 3 students, or one per table. Use your best judgement for this activity.
2. Show pictures to the students to give them an idea of all the possibilities with rock painting.
3. Encourage the students to take a few minutes to brainstorm. Some ideas could include: lady bugs, butterflies, frogs, a starry sky, beach, trees, basketball, football, etc.
4. Each student can start with 1 river rock, but allow them to paint another rock if they want to continue painting after they finish their first rock.
5. The students may want to start with a thin base coat, and give the rocks a little time to dry before painting their designs.
6. Tips- Use the end of a paintbrush to make dots or circles. Use a tiny, thin, brushes with short bristles to paint words or quotes. Smaller brushes provide greater control when painting details.



**STEM TIME**

50 min

**Materials:**

- Chromebooks
- Robots
- Legos

**SPORTS / GAMES**

25 min

\*Older students may practice their sport if they don't want to play the game.

**Materials:**

- 4 different colored Hula Hoops, 10+ balls and beanbags

**HOMEWORK / FREE PLAY**

20 min

**CLEAN UP / DISMISSAL**

5 min

**Grades 4-8: Programming****4-8 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>

**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 nests. Put all the balls and bean bags in a pile in the center of the playing field. These will be the eggs. Organize the students into four teams. Have each team stand at their nests. The colored hoops will be the team names. For example, blue team, red team, etc. The teams will compete to try to get as many balls in their nest as possible. When the STEM Coach says "Go!" One player at a time from each team will run to collect one egg at a time and will bring it back to their nest. The type of egg the player picks will determine the way the player brings back the egg. For example, 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 back. 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 keep running to collect eggs from the nest until all the eggs have been collected from the nest. Once all the eggs are in the nests, the STEM Coach will shout, "Rob the nest!" At this point all the players will be given 1 to 2 minutes to run to the other players' nest and bring one egg at a time back to their nest. Players are not allowed to guard or block others from taking the eggs from their nests. Once the time is up, the STEM Coach 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 head home.

