



# SUGAR GLAZE AND PROGRAMMING

Grades K-3/Grades 4-8



## PLAY SUGAR GLAZE

K-3 Students play a partner game in groups of two.

4-8 Students will program their robots.

### HOLA!

5 min

#### Hola is Catalan 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.

### SNACK / FREEPLAY

30 min

#### Enjoy free play:

Students enjoy playing outside and eating their snacks.

### STORY TIME

15 min

#### Read the story:

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

### STEM TIME

50 min

#### K-3 Sugar Glaze

Students play a game in which they arrange tiles in a different pattern every time they play.

#### Materials:

- Sugar Glaze boards and cards
- Colored dots

#### Instructions:

1. Watch the teacher prep video before administering this activity. (<https://www.youtube.com/watch?v=Gufj18omub8>)
2. Show students the in-class videos for this activity. (<https://www.youtube.com/watch?v=y2pZW4pCU1I>) (<https://www.youtube.com/watch?v=jrFgBgbWHVg>)
3. Have your students cut out the Sugar Glaze tiles.
4. The rules of Sugar Glaze:
  - Played in groups of two.
  - Place the Sugar Glaze tiles face down in a stack. Draw a card and place it in the playing area. Take turns drawing cards and placing them to score points.
  - Each player places tiles to build their own frosting shapes. Place colored dots to claim your building areas.
  - When you close a shape, count one point for each tile in the shape. A shape that is not closed at the end of the game does not score any points.
  - Add any bonus points labeled on your tiles to your score.



## STEM TIME

50 min

### Materials:

-  Chromebooks
-  Robots
-  Legos

## SPORTS / GAMES

30 min

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

### Materials:

-  Paper and pen to write down list of foods, and to keep score
-  Timer

## HOMEWORK / FREEPLAY

20 min

## CLEAN UP / DISMISSAL

5 min

[www.stemelop.com](http://www.stemelop.com)



## 4-8 Program Your Robot

### 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>

## Favorite Foods Charades

Two teams will compete to guess what their team members are acting out.

Some actions may include: Popping popcorn, grilling sizzling steak, drinking milk, eating a carrot, licking ice cream, twirling and eating spaghetti, making pancakes, frosting and decorating a cake, eating a hot dog, making a homemade pizza, etc.

Instructions- Organize students into two teams. Each team will compete against one another. To play, one team will go first. One student at a time will be given a phrase from the STEM coach. Some actions might be more difficult to act out. The STEM coach may give tips before the student begins the game, but the students are encouraged to use their imagination! The student will act out this phrase by making sound effects and doing different movements. But they may not speak in sentences or use words that will give obvious clues, or point to give clues. The student's team will try to guess what their team member is acting out. They will have 1 minute to guess. If they guess right, they get a point, but if they do not guess correctly, the other team will have the opportunity to make a guess. If the other team guesses correctly, they get the point. The game will continue with the other team taking a turn. After each round, another student will be chosen to be the actor for their team. The game continues until either one team reaches 10 points, or until time is up and the teacher decides to end the game.

### 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.