



Around the World Into the Outback Day 4

TK-3RD GRADE

WELCOME

(5 min)

STEM TIME

(60 min)

Materials:

- Clipboards
- A4 paper
- Markers
- Microscopes (optional)
- Petri dishes or test tubes

ROBOTICS TIME

(75 min)

Materials:

- Robots (1 per student)
- Building bricks
- Remote controls (1 per robot)
- Edison scan code sheet
- Large (about 3'-6') piece of butcher paper
- Blue markers and crayons
- Rubber bands to help the students affix a marker or crayon to their robot

CENTERS

(40 min)

Materials:

- Books/ Games
- Art supplies for journal decorating

Instructions: Welcome your students. Say, "Today we are going to go on a bug hunt, then we will program our robots!"

BUG HUNT

Objective: Students will go outside and draw the bugs they see.

Instructions:

1. Watch the in-class video.
2. Take the students outdoors, and allow them time to observe the bugs and draw them on paper.



*Optional- The students may want to collect a bug in a test tube or petri dish and look at them under the microscopes. They may also want to use the microscopes to help them create more detailed pictures of the bug they have collected. Be sure to have the students release the bug where they found it when they are done observing it.

CODE YOUR ROBOTS TO COLOR A SWIMMING HOLE

Instructions: Say: "It's so hot in the Outback! Our robots are going to be artists today, and will help us color a giant swimming hole for them to enjoy. Then you get to take the colors off your robot, and get ready to play. Program it to swirl and swim, but try to have it stay in the swimming hole."

1. Pass out building bricks and rubber bands to each student so they can engineer a way for their robot to hold a marker/crayon.
2. Provide scan code sheets for students to scan the barcodes and code their remote to their robot.
3. Place out a large piece of butcher paper so that the robots can drive around with their attached colors and color a giant swimming hole. Various shades of blue can be used to simulate water. Have the students and robots work together to create the swimming hole masterpiece to play in.



GAMES, BOOKS, AND JOURNAL

Instructions: Allow students time to connect with each other through a fun game or let them choose to read or draw/write in their journal. Find a student that will let you highlight their journal page and show the class what they've done to help inspire the class with their good idea.