



CUNEIFORM

Grades K-3/Grades 4-8



MAKE A CUNEIFORM NECKLACE

Students learn about cuneiform, the first recorded written language.

HALLÓ!

5 min

SNACK & FREE PLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- Air dry clay/polymer clay/salt dough
- Pencils
- Paper
- Cuneiform keys
- Tooth picks or plastic forks

Halló is Icelandic for hello! (Pronounced Hal-low)

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

Cuneiform symbols

Students learn about cuneiform and make clay tablet necklaces.

Instructions:

1. **Say-** "The first written language ever recorded in human history is called cuneiform. The ancient Sumerians invented cuneiform. They were able to communicate through symbols and pictures arranged into patterns by pressing reeds into soft clay. The concept of representing information through patterns of symbols is the same in modern writing."
2. Have students use the cuneiform key to try and write something, then show their pictographs to a classmate and see if they understood what they were trying to say.
3. Have students make clay necklaces with messages written in cuneiform. They can use a toothpick or the edge of a plastic fork to press their message into the clay. You can bake students' clay necklaces after class and give them to your class at a later date. Make sure students make a hole at the top of their clay for a string or other material to go through.
4. **Grades 4-8:** Have your older students try to make an entire comic strip using cuneiform. Students may work as partners if they like.



SPORTS / GAMES

25 min

Materials:

-  Large rubber ball
-  4 bases

* Older students may choose to practice their sport instead of playing the game of the day.

Kickball

Objective- Teams will try to score home runs by kicking a rubber ball and running through all the bases.

Instructions- In a large field, set up the bases in a baseball diamond form. There will be a first, second, and third base, as well as a home base. There should be about 60 ft. between each base. Organize the players into two teams. One team will be out in the field with one player at each base, and the others spread out in different positions. The other team will line up to kick. To play, the pitcher will roll the ball to the kicker, who will be standing at the home plate. If the kicker gets three strikes or four fouls, they are out. If they are able to kick the ball into the field, they can then run to first base. The team in the field will run and get the ball and can get the kicker out in three ways. One, by catching the ball in the air when it is kicked. Two, by throwing the ball to the first base-player and then having them touch the plate before the kicker gets to the plate. Three, by tagging the kicker with the ball, below the head. The kicking team scores a point with every home-run they get. They can get a home-run when a kicker makes it through all of the bases and back to the home plate. When the kicking team has three out, this is half an inning. At this point the teams will switch places. The game can go on for as many innings as the STEM Coach chooses. The team with the most points at the end of the game wins.

HOMEWORK / FREEPLAY

20 min

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 / DISMISSAL

5 min

Clean up/pack up/dismissal

Clean up, pack up and practice lining up.

