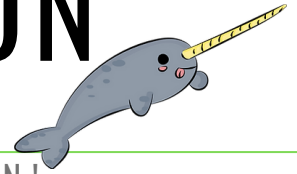




ARCTIC EXPEDITION

Grades K-3



WE ARE GOING ON AN ARCTIC EXPEDITION!

Students will design a laptop for the trip, and build a base camp

GUTEN TAG!

10 min

Guten Tag is German 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.

STORY & SNACK

20 min

Read the story:

Today's story is called If Only This Ice Would Melt! Read the story to your students outside as they sit in a circle.

SPORTS / GAMES

30 min

Back to Back Water Ball Relay

Pairs will race to make it to the finish line without dropping their water balls.

Materials:

- Water Balls
- Water source to refill water balls
- Cones

Instructions- Set cones out to mark the start and finish line. Pair every player with a partner. To play the game, have each pair line up at the starting line. Give each pair a water ball. They will then face back-to-back and hold the water ball in between their backs by linking their arms together. When the instructor says "Go!" the players will race to the finish line! Whoever can make it to the finish line without dropping their water ball will make it to the next round. Players will continue to race until only one pair remains. This pair will be the winners!

STEM TIME

50 min

Materials:

- PDF of cutouts for each student
- Card board or card stock
- Scissors
- Duct tape and glue
- Brightly colored pens or pencils.
- Scrap paper for decoration

NATURE JOURNALING

15 min

CLEAN UP / FREE PLAY

25 min



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Design a Laptop and Set up Base Camp!

It's time to get ready for the expedition. Students will design their own laptop to use during the trip, and then they will set up base camp! Have students watch this video of an Arctic expedition: <https://www.youtube.com/watch?v=L6EsroRPZ4c>
Then have the students watch this video to prepare them for the activity: https://www.youtube.com/watch?v=Pih_5TlpngY

Explain:

Every great scientist needs a great computer! To prepare for the expedition you will be making your own laptop to take along to the Arctic. Once your computer is complete, you will work together to set up base camp using tables, chairs, and other classroom items.

Instructions:

1. Carefully cut out the computer and keyboard
2. Cut out the components. Place them in their own pile
3. Cut out the operating systems, files, stickers and website and place them in a separate pile
4. Cut out cardboard or use card stock as a base to glue the computer and its pieces onto
5. Fold the computer in half and place each component inside the computer where it belongs
5. Choose the operating system you want your computer to run on, and place it on the computer case
6. Decorate your computer with the stickers
7. Make a fun jingle when you power the computer on for the first time.

Now it's time to set up base camp! Clear a space for camp to be set up. Use the classroom furniture and items to make a base camp. Allow students to play make believe as scientists in the Arctic!

Ask:

- "What are you going to study on the expedition? Maybe Animals or the ocean?"
- "What would you like to learn about that?" "How will your laptop help you during the expedition?"

Instructions:

Say - "Today we got to design a laptop and go on an arctic expedition! Write a journal entry about your experience."

Clean up/Free play/Dismissal

Allow your students some free time. Some students may wish to finish working on their STEM project. Others may want to journal or scrapbook about their day. Other students may want to go outside to play. Clean up, pack up.