



STOMP ROCKET

Grades K-3



MAKE A PAPER ROCKET

K-3: Students design and build a paper rocket.

BONJOUR!

5 min

SNACK / FREEPLAY

30 min

STORY TIME

15 min

STEM TIME

50 min

Materials:

- paper rocket worksheets and/or other paper
- pipe sections
- scissors
- tape
- crayons/colored pencils

Bonjour is French for hello!

Greet your students. Be friendly. Use their name, ask a question, give a high five, 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.

K-3 Stomp Rocket

Say: Today we're going to build rockets!!! We will launch them on the next STEM day.

Instructions:

1. Show students the in-class video.
<https://www.youtube.com/watch?v=qvXq8q5Y8N4>
2. Students can make their rockets with the paper worksheet template, or you can provide them with different kinds of paper (scrapbooking paper with designs, colored card stock, etc.) that they can mix and match.
3. Students cut their paper on the dotted line and roll it on a pipe to form the paper rocket's body tube.
4. Students crush the nose of their paper rocket over and tape one end of the body tube shut. This allows air to push up on the rocket body.
5. Students cut out fins and tape them to their rockets. Students can decorate their rockets, color them and add a nose cone if they wish. What will happen if they add big fins, or small fins etc.
6. If there is enough time and materials students can make another rocket. Encourage them to experiment with different designs for their flight tomorrow.



SPORTS / GAMES

25 min

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

Materials:

- A small object such as a plastic animal or beanbag
- Playing area with places to hide the object (example: classroom, playground with equipment)

HOMEWORK / FREE PLAY

20 min

CLEAN UP / DISMISSAL

5 min

Huckle Buckle Beanstalk

Objective- An object will be hidden. Students will then walk around the area to find the object. When they find the object, they will go sit down and say Huckle Buckle Beanstalk to let others know they have found it, without giving away where they found the object.

Instructions- Choose one student to hide the object. It can be hidden high or low, easy or more difficult, but it must be hidden in a place that can still be seen if someone is near it (not fully enclosed or covered). While this student is hiding the object, all other students will be in a designated area, such as their seats if in a classroom, or outside along a line. They will have their eyes closed and be facing away from the hiding area. Once the STEM coach says so, the students may open their eyes and begin hunting for the object. When a student finds the object, they must then go sit down. Encourage students to continue to pretend to look for another 5 to 10 seconds after finding the item, so it will be more difficult for others to know where the object was found. Once sitting, they call out, "Huckle Buckle Beanstalk!" to let others know they have found the object without giving away its location. The game continues until everyone has a turn to find the object. If the students are taking a long time to locate the item, the instructor can help to give hints by stating if they are "hot" or "cold." The closer to the item, the hotter they are, the farther they are means they are cold. STEM coaches may allow students to play multiple rounds, and have different students chosen to hide the object each time.

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.

