I STEMTaught®

PROGRAMMING AND SEWING

Grades K-8

PROGRAM YOUR ROBOT AND SEW YOUR DINO

K-3 Students will program their robots

4-8 Students will finish sewing their dinosaur

GUTEN TAG!

5 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.

SNACK & FREE PLAY

30 min

Enjoy Free Play:

Students will have their snack and enjoy time to free play.

STORY TIME

15 min

*4-8 Older students may choose to read their own books.

Read the story:

K-3 Read the story of the day.

STEM TIME

50 min

Materials:

- Chromebooks
- Robots

*Optional- Legos

K-3 Program Your Robot

Students will program their robots. Say- "It's really special that you get to learn how to talk to your robot. Programming is just another language."

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

STEM TIME

50 min

4-8 Sew a Dino

Say- "Today we get to continue to create our dinosaur! Focus on trying to keep your stiches away from the edge. Also focus on trying to keep the spaces in between your stiches an equal distance apart. Remember this is a new skill, so as we work on this through out the year your will get better and better. Once you are done you can draw any patterns you'd like on the dinosaur. You can also choose to sew another one. "

STEM TIME

50 min

Materials:

- Patterns
- Felt, Thicker Fabric, or Canvas
- Batting
- Embroidery Needles
- Embroidery Thread
- Permanent Markers

Instructions:

Students will finish sewing their dinosaurs:

1. Cut out the paper pattern
2. Trace the outlines on your fabric
3. Stitch along the line to make a pocket.
4. Stuff the pocket
5. Stitch the opening shut.

*Draw designs on the fabric with a permanent marker.

GAME/SPORTS PRACTICE

25 min

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

Materials:

- Play area with lots of obstacles, such as trees, jungle gym equipment, etc.

Dino Round-up

Students will play Dino Round-Up, a variation of Cops and Robbers. It's time for the baby dinosaurs to come back to their nest for the night, but they are too busy having a fun time playing! Their parents now need to go and catch them to bring them home to their nest. How many babies can the dino mom and dad catch? Find out in this fun game of tag!

Instructions- Choose a play area with lots of obstacles for the player to hide behind. Designate one area to be the Dinosaur Nest, otherwise known as Jail in Cops and Robbers. Preferably an area with jungle gym equipment or balls to play with to keep players occupied once they have been caught. Choose two students to be the Parent Dinosaurs. All the other students will be their babies. To play the game, the parents will go to the center of the play area, close their eyes, and count to thirty. During this time all the dino babies will hide. When the parents are done counting, they will run around to catch their babies. Players do not need to stay hidden. They can run around to keep from getting caught. When a player is caught, they will be sent to the Dinosaur Nest where they will stay until the next round.

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.