



# MAKE YOUR PRODUCT

Grades K-3/4-8

## PREPARE FOR THE FARMER'S MARKET

K-8: Students will spend the day making the crafts they have chosen to sell at this week's Farmer's Market.

### HEI!

5 min

#### Hei is Norwegian for hello! (Pronounced exactly like Hi)

Greet your students. Be friendly. Use their name, ask a question, give a high five, or a thumbs-up! Take roll. Mark down which students took a snack and tally the snacks given out.

### SNACK / FREEPLAY

30 min

#### Enjoy free play:

Students enjoy playing outside and eating their snacks.

### STORY TIME

15 min

#### 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.

### STEM TIME

50 min

#### Grades K-8: Make your product

Say: "Last week your business groups got to choose the product that you want to sell at the Farmer's Market. You were able to take time to design your product, as well as begin crafting them! Today you will get to pick up where you left off, and continue making the crafts that you would like to sell. For those of you who will be selling food items, your business will make your product on the day of the Farmer's Market. Today, you will get to help the other business groups create their products!"

### Materials:

- Craft supplies (see Product Guide)

#### K-8 Instructions:

1. Have your students get into their business groups, and organize the food service groups to help out with the craft groups.
2. Have the students choose the materials they will need to create the crafts.
3. They will follow the instructions on the Product Guide, and watch the suggested videos to help them make the crafts. Encourage them to add a special spin on the craft that they have chosen to make. Happy crafting!



## SPORTS / GAMES

25 min

### Materials:

- 15 cones (If possible, three colors, 5 cones each)

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

## Squirrels in the garden

Instructions- Set up the cones. The STEM coach will mark the halfway point with the first five cones. This point will be the starting line. Set up five cones on each side of the starting line. The end zones will be about 50 feet from that line. Next, divide the students into 2 teams. They can choose their team name, such as the ground squirrels and the flying squirrels, or the red and the gray squirrels. Have the students line up along the starting line. Then, separate all of the students into pairs of two. For, example, one student from each team will stand next to each other at the starting line. To play the game, the STEM coach will call out a team name, such as, "Ground Squirrels!" The ground squirrels will then turn and run to their end zone. The "flying squirrels" team will chase the ground squirrels and try to tag the person they are paired with. If a player is tagged, they will sit out for the remainder of that game. The teams will go back to the starting line. The teacher will quickly call out a team name again, and the game will continue in this pattern until all the players are tagged on a team, or until the STEM coach decides to start the game over. The STEM coach can also choose to add a fun or challenging twist to the game. A variation could be having the students begin the game in a sitting position so they have to jump up and run.

## HOMEWORK / FREE PLAY

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 head home.

