

Around the World

Amazon Adventure Day 2

4-8TH GRADE

WELCOME

(5 min)

Instructions: Welcome your students. Say, "Today we are going to do some painting, play fun games, and make a mosaic of a rainforest scene or animal!"

GAME TIME

(25 min)



BIRD NEST






Objective: Players will take turns calling bird names and running to find a seat.

Instructions: Have the players sit in a circle. Choose a few types of birds to use in the game. They will introduce these bird names to the players and encourage them to remember these names. Go around to each student and whisper the name of a bird to them. Make sure to have the same number of each bird, such as five woodpeckers, five blue jays, five doves, etc. One player will be chosen to begin the game. They will stand in the middle and call out the name of a bird. All players with the name of that bird must swap seats, and the player in the middle will run to try to find an open seat. The player who is left standing is now in the middle. When the player in the middle calls "Bird's Nest," everyone must get up and run to find a seat.

STEM TIME

(90 min)

Materials:

-  Chromebook
-  Leaves, flowers, etc.
-  Paper
-  Glue
-  Scissors

MAKE A NATURE MOSAIC

Objective: Students make a mosaic using natural materials and art supplies. They may make a scene of the rainforest, or their favorite rainforest animal.

Instructions: Show students the artwork in the book *Sylvie the Sensitive Caterpillar*, and talk to them about making mosaics. Share with them that the illustrator for the story is a 14 year old girl who wanted to have fun making pictures using natural materials. Today the students will get to make their own artwork using materials from nature just like the artist who illustrated the story.

2. They can use a template or freehand a sketch to use as an outline for their art.
3. Students will go on a small nature walk outside to gather materials such as leaves, twigs, etc. to make their mosaics.
4. The students can use the remainder of the time to create their masterpiece.

*Optional- Students can also observe bird seed and the other natural materials under the microscope.



STEM TIME

(60-90 min)

Materials:

- Canvas (1 per student)
- Paint
- Paintbrushes
- Paper plates
- Cups of water
- Paper towels

GAME TIME

(60 min)



PAINTING

Instructions:

Allow the students the freedom to create an original masterpiece! They will have today and tomorrow to paint a special picture on their canvas.

1. Think about what you want to paint. It could be anything you like: a landscape, a funny monster, or your favorite pet or animal!
2. Lightly sketch your idea on the canvas with a pencil.
3. Start painting your picture on the canvas. Use big strokes for large areas and small strokes for details. Don't worry about making it perfect—just have fun and let your imagination guide you!
4. To make new colors, mix two or more colors on your plate. Try mixing red and blue to make purple!
5. Once the main part of your painting is done, you can add extra details or patterns with a smaller brush.
6. Let It Dry: When you're finished painting, let your artwork dry completely. It might take a few hours.

PLAY: EXCUSE ME...WHAT ARE YOU DOING?

Instructions: Have the students form a circle. The first person to go will do an action like washing their hair. The person beside them will say, "Excuse me, what are you doing?" The first person will say something other than what they are doing such as, "Eating pizza." The second person will act out eating pizza. The person next to them will say, "Excuse me, what are you doing?" The second person might say, "Getting dressed." The next person will pretend to get dressed. The game will continue in this way. When someone hesitates or messes up they are out. The last person in the game wins.

PLAY: WORD SCRAMBLE

Instructions: Choose a theme like "rainforest," then list about 12 words on the board that are scrambled. Start with the first word, and go one by one. Don't let the kids jump ahead. If a student thinks they know the word they can raise their hand and tell the instructor. When someone gets the word right the instructor will write the correct word beside it, and then go to the next one. Some examples for rainforest could include: woody vines, canopy, Amazon River, bamboo, green anaconda, etc.