

Age range: School Age

Foundations: SE1.1, APL2.1, APL3.1, CA2.1, PHG1.2, PHG1.3

NAEYC Standards: 02J-429 Provide two examples showing or describing how you teach

vocabulary and/or concepts related to dance.

Activity:

1. Soul Train

2. Is it healthy or not

Resources and materials needed:

Soul Train

• Music

Is it healthy or not

- Grocery store ads
- Glue
- Scissors
- Paper
- Pencil
- Computer

Procedures:

Soul Train: Before the activity starts, teachers will explain what the soul train line is and how it was a popular show on television. Children will get into two parallel lines leaving space in the middle of the line to dance. Music will play and children can dance down the aisle to the music. Teachers or leaders can show them how the soul train line works for them to get an idea. **Is it Healthy:** Children will look up ads and cut out healthy items and glue it to the paper. On

another sheet of paper they will cut out unhealthy items and glue it to the paper. On online and show the healthy benefits of the things that are healthy. Kindergarteners and first graders will need an older child to help them with this project.



Age range: School Age

Foundations: SC2.2, SS3.3, PHG3.1, ELA2.1, ELA2.3, M1.2, M2.2

NAEYC Standards: 02F-360 Show two lesson plans in which kindergartners and school agers

create, represent, discuss and/or extend repeating and growing patterns.

Activity:

1. Snowflake Painting

2. Sequence

3. Typing Club

Resources and materials needed:

Snowflake Painting

- Painter's tape
- Paint
- Paintbrush
- Paper
- Cup of water
- Paper towels

Sequence

Deck of Cards

Typing Club

• Computer

Procedures:

Snowflake painting: Have children to place tape in the shape of a snowflake on the paper. Allow the children to paint on the paper making sure they paint around the snowflake shape. Once they are finished, have them to peel off the taped which will show them the snowflake. **Sequence:** Best with 4 to 5 but it is possible to play with as few as 2. For younger children you could remove the picture cars and run each sequence from 1 (Ace) to 10. Instructions: In this game, cards are ranked in numerical order: 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King, Ace. Cards in order and of the same suit make up a sequence. To start, the whole deck is dealt clockwise around the group, face-down. It doesn't matter if the cards are unequal. The player to the left of the dealer places his lowest card face up on the table (not necessarily a 2). The player who has the next card/cards in the sequence plays it/them. Play continues until the Ace of that suit is reached. Then, the next sequence is begun by whoever played the last card, who again places his lowest card. If at any time a player plays a card that cannot be followed (when the higher cards in that sequence have already been played), he gets another turn. The winner is the player who is the first to get rid of all his cards. VARIATIONS: Rounds: This game can be lengthened by playing in rounds. To do this, each player starts with ten counters and a number of rounds is agreed upon. Then, every time someone wins a round, the losers pay him one counter for every card they still hold. The ultimate winner of the whole game is the person with the most counters when the chosen number of rounds has been completed.

Typing Club: Teachers will pull up the website https://www.typingclub.com/sportal/team-15882/program-typing-jungle.game and will explain to the children that they will be learning





how to type on this website. Have them to click on the first activity which is the "fj" key activity and then let them go.



Age range: School Age

Foundations: ELA1.2, ELA2.3, ELA3.1, SE3.1, SC5.1, SS2.2, CA4.1

NAEYC Standards: 03G-715 Show or describe one lesson plan of a skill you taught by

breaking it down into meaningful and achievable parts.

Activity:

1. New Year's Resolution

2. The Bouncy Egg Experiment (2 Day Experiment)

3. History Charades

Resources and materials needed:

The Bouncy Egg Experiment

- 2 glass jars or plastic containers with covers
- 1 raw egg
- 1 hardboiled egg
- vinegar (enough to cover both eggs)

History Charades

- Post-Its
- Pens

New Year's Resolution

- Journal/ Notebook
- Pens/Pencils/ Crayons/ Markers

Procedures:

<u>History Charades:</u> Teachers will write down on post-it either a person, place, or event in history that the children will have to act out and other children will have to guess. Teachers will explain the rules of Charades to the children first telling them that they cannot talk or even mouth the words to the other children. They must act out the event and will receive 30 seconds to act it and for someone to guess. Once the thirty minutes are up and no one guesses then they can say who/ what they were. This activity can be done in teams or individually.

The Bounce Egg Experiment: First, put the eggs in the jars and label them (I just labeled the raw egg). Then pour the vinegar in the jars to cover the eggs. Cover the jars and put them somewhere away from the sun. They should be left in the vinegar for 2 days (48 hours). After an hour or so the eggs started bubbling on the outside. The explanation to why vinegar and an egg shell bubble is similar to what happens with baking soda and vinegar. The egg shell has calcium carbonate in it which reacts the same as vinegar and sodium bicarbonate (baking soda). The hard boiled egg seemed to sink and turn at times. My guess is because it is more dense and the bubbling caused it to move. The raw egg seemed to float probably because it is composed of just liquid. C observed that the raw egg got bigger too. Later I read that the raw egg absorbs the vinegar which makes it bigger. We observed the shell was coming off by the next day. With a white egg it would be more difficult to tell unless you touched the egg. The next step was to rinse the eggs in cold water to remove any shell and then bounce them. After two days we observed the eggs to have totally lost their shell and both seemed to look soft and rubbery.

<u>New Year's Resolutions:</u> Teachers and children will talk about what they want to accomplish in the New Year. Children will write down or draw at least 5 things to want to improve or do in the



New Year and how they plan to achieve those goals. Please give children at least 20 to 30 minutes to complete this journal entry. Children will be able to present their New Year's Resolution to the group. If a child has wants to do a community service activity or complete a goal with the help of the center, teachers are to encourage them to tell a director or Ms. Apple so that they can get help completing the goal.



Age range: School Age

Foundations: SC5.1, ELA2.1, ELA2.2, ELA2.3, ELA3.1, APL1.2

NAEYC Standards: 02E-320 Show one example of a lesson plan in which you play a game that

encourages kindergarteners and school-agers to identify phonemes in words.

Activity:

1. The Bounce Egg Experiment (2 day experiment)

2. Scrabble

3. Grammar Ninja

Resources and materials needed:

The Bouncy Egg Experiment

- 2 glass jars or plastic containers with covers
- 1 raw egg
- 1 hardboiled egg
- vinegar (enough to cover both eggs)

Scrabble

- Scrabble Game
- Dictionary/ Electronic Device
- Paper
- Pencil

Grammar Ninja

- Computer
- Website

Procedures:

The Bounce Egg Experiment: First, put the eggs in the jars and label them (I just labeled the raw egg). Then pour the vinegar in the jars to cover the eggs. Cover the jars and put them somewhere away from the sun. They should be left in the vinegar for 2 days (48 hours). After an hour or so the eggs started bubbling on the outside. The explanation to why vinegar and an egg shell bubble is similar to what happens with baking soda and vinegar. The egg shell has calcium carbonate in it which reacts the same as vinegar and sodium bicarbonate (baking soda). The hard boiled egg seemed to sink and turn at times. My guess is because it is more dense and the bubbling caused it to move. The raw egg seemed to float probably because it is composed of just liquid. C observed that the raw egg got bigger too. Later I read that the raw egg absorbs the vinegar which makes it bigger. We observed the shell was coming off by the next day. With a white egg it would be more difficult to tell unless you touched the egg. The next step was to rinse the eggs in cold water to remove any shell and then bounce them. After two days we observed the eggs to have totally lost their shell and both seemed to look soft and rubbery.

<u>Scrabble</u>: Children will play Scrabble or Scrabble Jr. to increase their vocabulary. Please see the instruction for the game in the game box. Teachers will go over the rules of the game first and give each group a paper and pencil to calculate their score. Note that there can only be 4 children playing the game at a time so multiple boards need to be out at each table. Children in kindergarten will need help spelling some words so make sure that an older child or adult is there



to help the children participate. Each group should have a dictionary or electronic device that is able to look up a word and the meaning of the word.

<u>Grammar Ninja:</u> Teachers will have the following website up for the children (http://www.kwarp.com/portfolio/grammarninja.html). Depending on their skill level children will play activities regarding grammar and spelling. This activity can be done while other children are play Scrabble.



Age range: School Age

Foundations: M1.3, M2.1, CA3.1, CA3.2, SC2.1, SC2.2

NAEYC Standards: 02G-381 Show two lesson plans that teach children about the structure

and properties of matter

Activity:

1. Melted Snowman Craft

2. Uno Flip

Resources and materials needed:

Melted Snowman Craft

Blue, white, black, brown, and orange construction paper

Scissors

• Glue sticks

Uno Flip

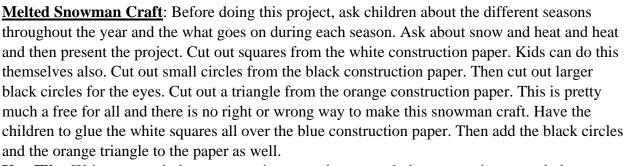
• Number cards from a pack from Uno Cards

• Post- it- notes

• Pen/ pencil

Paper

Procedures:



<u>Uno Flip:</u> Write a + symbol onto a post-it note and an = symbol on a post-it note and place on the table face up to form an addition equation, leaving room for the Uno cards to sit between the symbols. Divide your Uno number cards into two piles and place piles as shown in the photo above. Flip over one card from each pile and place it into the addition equation. For mental math, say the answer out loud as quickly as you can. To practice writing equations, write the addition sentence, including the answer, onto your sheet of paper. Continue to flip over two cards at a time and say or record each answer as above. To revise times tables with Uno flip, swap the addition symbol for a multiplication symbol. Proceed as per the mental math or written equation examples above. Hints & Tips: Adjust the difficulty level of the game by limiting the Uno cards to those containing higher or lower number values. Add a level of competitiveness to the game by playing with two players competing to see who can answer to the problem first.

