

“This Week in Awesome” Highlights!

Kinder	K-ESS3-1: Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.	
	Art	Add Elements to Apple Tree Collage
	Music	Teach song, “What plants and animals need to survive”

1st grade	1-PS4-1: Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. 1-PS4-4: Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.	
	Science	Students make box guitars that fit an ipad and look at vibrations made by different pitched strings.
	Tech	Students will continue to explore sound with Chrome Music Lab. They will create a “soundtrack” for a haunted house.

2nd grade	2-ESS2-2: Develop a model to represent the shapes and kinds of land and bodies of water in an area. 2-ESS2-3: Obtain information to identify where water is found on Earth and that it can be solid or liquid.	
	Tech	Students are using Google slides to create frame-by-frame animations. In order to make animations work students are learning that it takes time, patience, and perseverance. They are slowly moving rocks and different types of weather to visually demonstrate watering, erosion and deposition
	Science	Students video their landforms to determine the effectiveness of their erosion prevention measures as they simulate a rainstorm with squirt bottles.

3rd grade	3-PS2-1: Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.	
	Art	Stabile’s, free standing paper sculpture a la Calder.
	Music	Finish <i>Rain Rain Go Away</i> putting together ensemble music using Orff instruments, singing and hand games.

4th grade	4-PS3-3: Ask questions and predict outcomes about the changes in energy that occur when objects collide.	
	Tech	Students learn that conditional statements tell a program to execute different actions depending on whether a condition is true or false. Students will have an opportunity to test their games.
	Science	Students finish carrying out their experiment to investigate the question they had about collisions. They determine their claim, evidence, and reasoning. They present their findings to their peers.

5 th grade	5-PS1-4: Conduct an investigation to determine whether the mixing of two or more substances results in new substances.	
	Art	Suminagashi Paintings, the 12th Century Japanese marbling technique of floating ink absorbing the ink into the paper.
	Music	Intro to ukuleles, learning the parts of the instrument, how to hold ukuleles, reading slash notation and strumming techniques.

6 th grade	MS-LS1-1: Conduct an investigation to provide evidence that living things are made of cells; either one cell or many different numbers and types of cells. MS-LS1-2: Develop and use a model to describe the function of a cell as a whole and ways the parts of cells contribute to the function.	
	Art	Using body heat transfer to melt wax students will create an Encaustic Portrait Paintings.
	Music	Write a cell rap. Introduction to guitars. Learn the parts of the guitar, how to hold the guitar, reading guitar slash notation, and begin playing guitars.

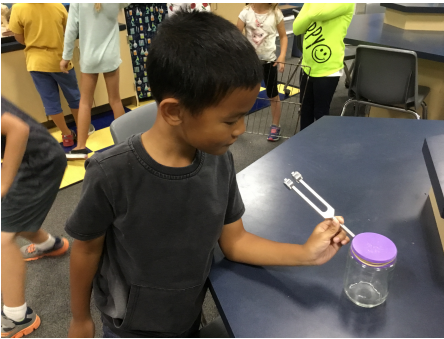
STEAM+ in the Library

Kinder	We will first read the book, "Bubble, Bubble" by Mercer Mayer. Then we will create homemade bubblemakers.
1 st grade	"Muncha! Muncha! Muncha!" mini-DT: Students defined the problem in Mr. Greely's garden...the rabbits are eating his vegetables! Students began to ideate and design a prototype security system to keep the rabbits out. <i>K-2-ETS-1, K-2-ETS-2, K-2-ETS-3</i>
2 nd grade	"Hurricanes" mini-DT: This week we will begin ideating our temporary shelter for a family seeking refuge. <i>K-2-ETS-1, K-2-ETS-2, K-2-ETS-3</i>
<i>K-2-ETS1-1. Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.</i> <i>K-2-ETS1-2. Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.</i> <i>K-2-ETS1-3. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.</i>	
3 rd grade 4 th grade	Students will continue building their card tower. The tower must be able to support a specific stuffed animal and must be a minimum of 2ft. tall. The tallest tower wins! <i>3-5-ETS1: Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost. 3-5-ETS1: Plan and carry out fair tests in which variables are controlled and failure points are considered to identify aspects of a model or prototype that can be improved.</i>

"Last Week in Awesome" Highlights

Highlights!

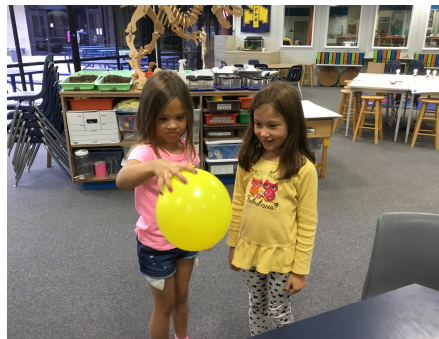
STEAM+ in Science



1st grade students experiment to learn that vibrations make sound and sound makes vibrations.



5th grade Students experiment to determine that when a solution is made the mass doesn't change.



2nd grade students place erosion control measures on their local landform models.

STEAM+ in Music

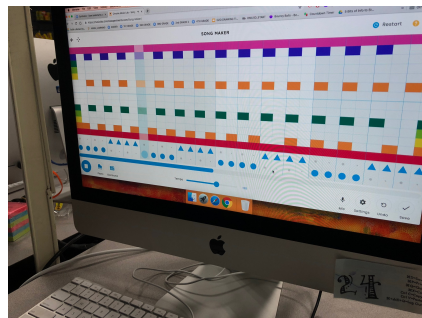
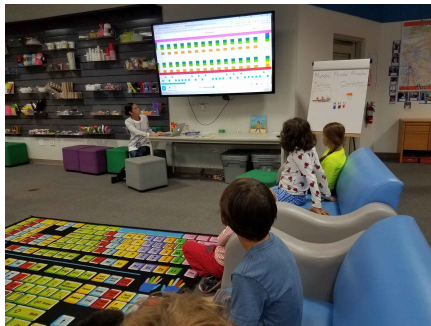


"3rd graders demonstrating multi-tasking in music by playing a hand game using eighth notes while singing using quarter notes. Their hands were going twice as fast as their voices. Excellent music skills!"



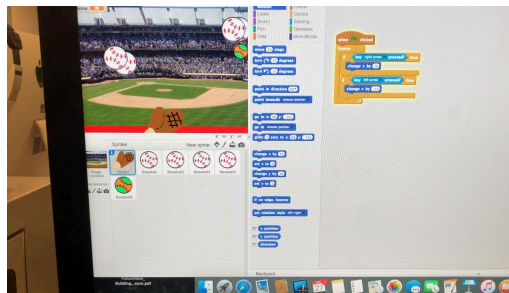
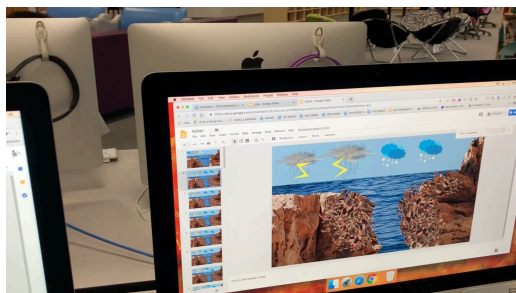
"3rd grade students accompanying singers by playing an ostinato on xylophones and keeping a steady beat to hold the ensemble together. Well done SurfRiders!"

STEAM+ in Technology



Students had to locate bugs in the code they wrote and troubleshoot any problems.

After reading Muncha! Muncha! Muncha! in the library, 1st grade students designed a “musical” garden in Chrome Music Lab.



Students coded their own “catch” games using Scratch! Their games had to include a falling object and unique catcher.

STEAM+ in Art

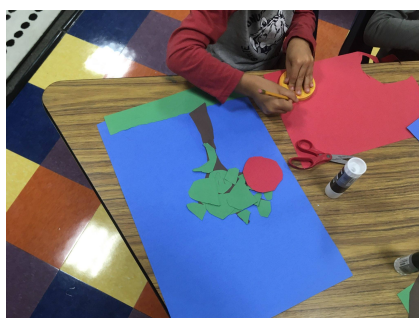


6th grade students finished painting and assembling their cell models. They were also challenged create a base for the model from only a few materials.



Kinders continue working on their Apple Tree Collages.

Kinders are using tracing, cutting, and tearing techniques to create an Apple Tree Collage.



STEAM+ in the Library



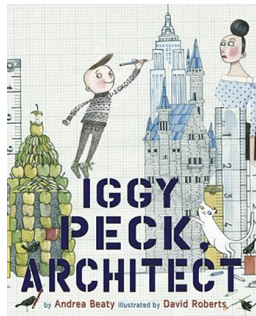
Kinders completed their "Brown Apple" experiment and the winning solution was...drum roll please...Lemon Juice!



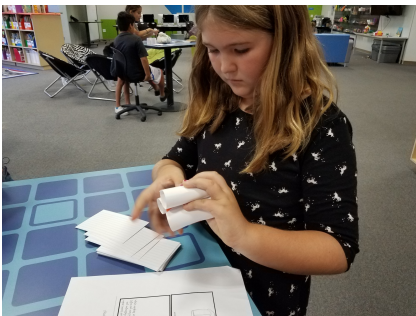
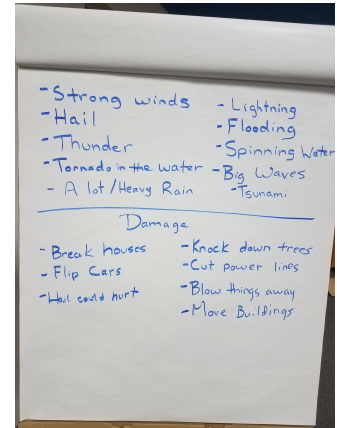
Kinders also witnessed an apple volcano and learned how applesauce and apple cider were made. Then they got to taste both of them. (SMOD)



3rd and 4th grades continue work on their Card Towers.



2nd grade students read "Iggy Peck, Architect" and began their mini-DT project, first learning about hurricanes and floods.



During their mini-DT project, 1st grade students defined the problem in the book, "Muncha! Muncha! Muncha!": the rabbits are eating Mr. Greely's vegetables! Students began to ideate a solution to protect his garden.