



# “This Week in Awesome”

October 22-26, 2018



<b>Kinder</b>	<b>K-ESS2-1:</b> Use and share observations of local weather conditions to describe patterns over time.	
	Tech	<b>Students added 2 thermometers to their Pixie shade structures. They also practiced dressing for the weather on an interactive game.</b>
	Science	<b>Students observe and learn about different cloud types and make cloud models.</b>

<b>1<sup>st</sup> grade</b>	<b>1-PS4-2:</b> Make observations to construct an evidence-based account that objects can be seen only when illuminated.	
	<b>1-PS4-3:</b> Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.	
	<b>1-PS4-4:</b> Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.	
	Art	<b>Finish up “Stained Glass” landscape.</b>
	Music	<b>Continue reading melody notation. Review <i>Middle C is Special</i> and <i>D is in a Space</i>. Learn the pitch E. Identify the difference between the pitches C, D, and E. Play E boomwhacker and understand the relationship between pitch and size. Learn the song <i>E Cha Cha</i>.</b>

<b>2<sup>nd</sup> grade</b>	<b>2-ESS2-2:</b> Develop a model to represent the shapes and kinds of land and bodies of water in an area.	
	<b>2-ESS2-3:</b> Obtain information to identify where water is found on Earth and that it can be solid or liquid.	
	Art	<b>Paper tube sculptures.</b>
	Music	<b>Review <i>Erosion</i> song. Continue boomwhacker studies. Review (pitches C, D, E, F). Learn <i>Glistening G</i> (pitch G) and <math>\frac{3}{4}</math> Time Signature.</b>

<b>3<sup>rd</sup> grade</b>	<b>3-PS2-3:</b> Ask questions to determine cause and effect relationships of electric or magnetic interactions between two objects not in contact with each other.	
	Tech	<b>Students used Kano Coding to understand that visually creative tasks can be performed using programming.</b>
	Science	<b>Students build electromagnets and investigate the forces between the electromagnet strength and metal objects attracted.</b>

4 <sup>th</sup> grade	<b>4-PS3-3:</b> <i>Ask questions and predict outcomes about the changes in energy that occur when objects collide.</i>	
	Art	<b>Learned about Rube Goldberg mouse traps using force and motion. Students began working on their designs.</b>
	Music	<b>Continue Recorder Karate. Review notes B, A, G. Finish testing for yellow belts <i>Gently Sleep</i>. Learn <i>Merrily We Roll Along</i>. Test for orange belts <i>Merrily We Roll Along</i>.</b>

5 <sup>th</sup> grade	<b>5-ESS2-2:</b> <i>Describe and graph the amounts of salt water and fresh water in various reservoirs to provide evidence about the distribution of water on Earth.</i>	
	Tech	<b>Students download their animations as a GIF to show the results of their “Lifesaver Lab”. Explored creating personalized GIFs.</b>
	Science	<b>Students graph the amounts and types of water on Earth on adding machine tape using centimeters to represent percentages.</b>

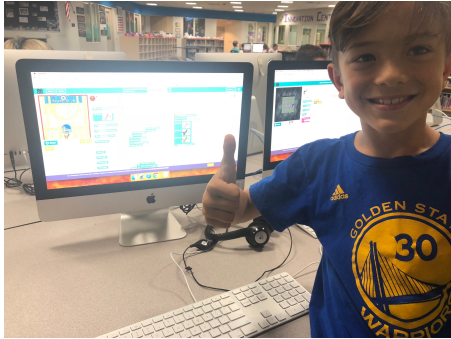
6 <sup>th</sup> grade	<b>MS-PS3-5:</b> <i>Construct, use and present arguments to support claim that when the kinetic energy of an object changes, energy is transferred to or from the object.</i>	
	Tech	<b>Students will use WeVideo and the Chroma Key/Green Screen feature to create cell media projects. They will include raps they created in music to describe the function of a plant or animal cell</b>
	Science	<b>Students finish their heat transfer experiments and develop empathy for the Solar Oven Design Thinking Project.</b>

## STEAM+ in the Library

Kinder	Kinders will be doing a “Room on the Broom” puppet activity.
1 <sup>st</sup> grade	“Muncha! Muncha! Muncha!” mini-DT: Students will finish prototyping their security systems and will present them to the class. <i>K-2-ETS-1, K-2-ETS-2, K-2-ETS-3</i>
2 <sup>nd</sup> grade	“Hurricanes” mini-DT: Students will continue prototyping a temporary shelter for a family seeking refuge from a Hurricane/Flood. <i>K-2-ETS-1, K-2-ETS-2, K-2-ETS-3</i>
<b>3<sup>rd</sup> and 4<sup>th</sup> grades are getting ready for Halloween</b>	
3 <sup>rd</sup> grade	We will make Halloween creatures from pipe cleaners and then give them a “crystal bath”.
4 <sup>th</sup> grade	We will be learning about and making Rock Candy.

# "Last Week in Awesome"

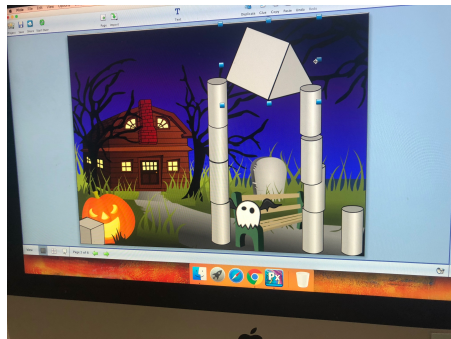
## STEAM+ in Technology



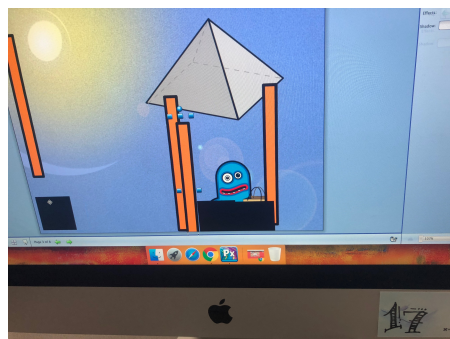
**3<sup>rd</sup> grade students customized a basketball game in Code Studio. Students shared their final projects with peers**



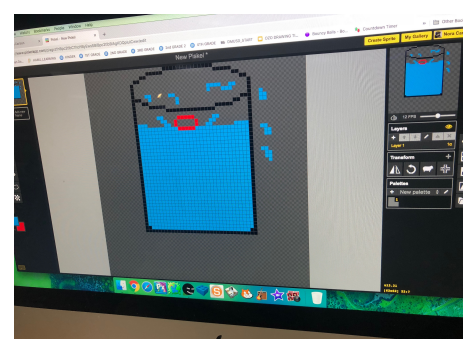
**6<sup>th</sup> grade students recorded their Cell Raps in front of the green screen.**



**Kinder students created original Pixie shade structures to help keep the monsters cool.**



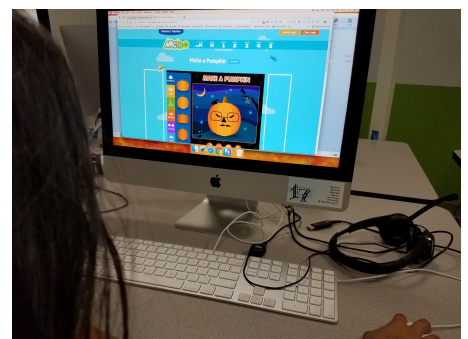
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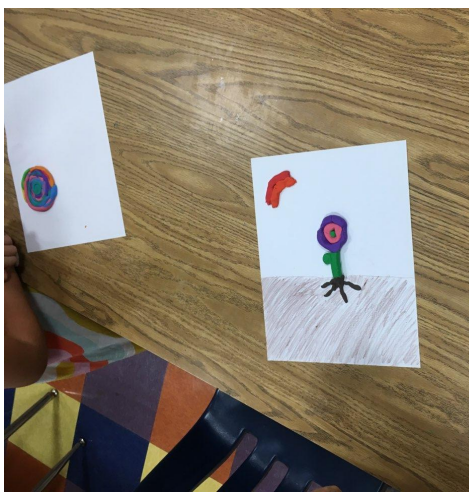
**5<sup>th</sup> grade Lifesaver lab animations using Piskel. Students downloaded as GIFs and shared with classmates.**



**A great Halloween activity to help Kinder students practice mouse control.**



# STEAM+ in Art



**1-3 Art Club**



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**2<sup>nd</sup> grade clay cliffs with erosion**



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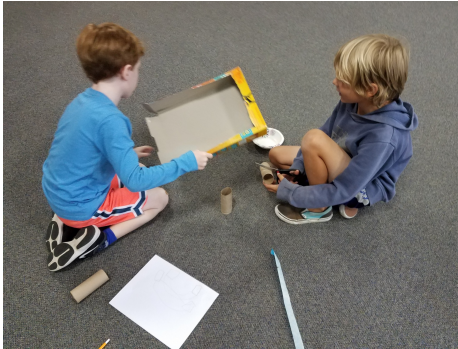
**Art elective students presented their mural designs**



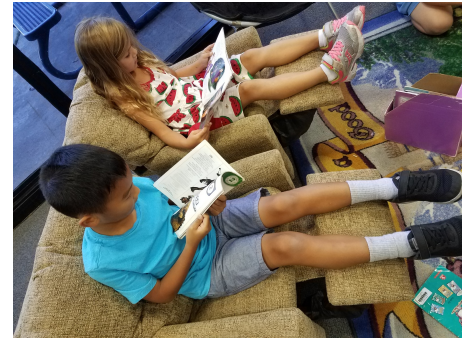
**1<sup>st</sup> grade starting on "stained glass" landscapes**



# STEAM+ in the Library



**2<sup>nd</sup> graders prototype a shelter for displaced hurricane families.**



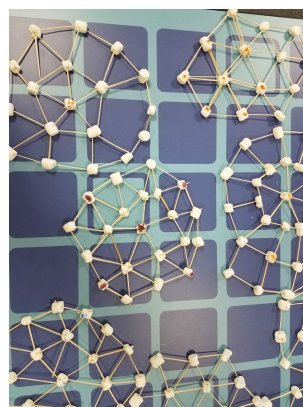
**1<sup>st</sup> graders do a little "Library Lounging"**



**Students discover new books in the library.**

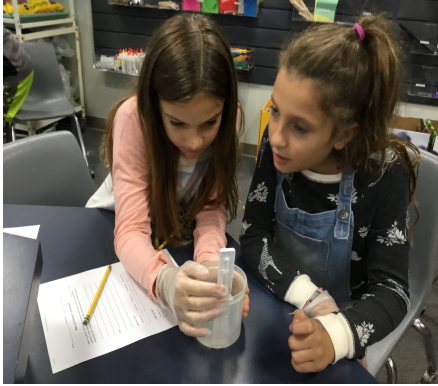


**1<sup>st</sup> grade begins prototyping a security system for Mr. Greely's garden in Muncha! Muncha! Muncha!**



**3<sup>rd</sup> / 4<sup>th</sup> graders learn about spider webs and create webs using toothpicks and marshmallows.**

# STEAM+ in Science



***6<sup>th</sup> grade students designed, and carried out experiments to answer their questions about heat transfer with ice cubes of different sizes in water.***



***6th grade students measure their ice cube mass.***



***Kindergarten students determine the effect of sunlight on different earth surfaces by observing relative temperatures.***