Kinder	**_K-ESS2-1_** Use and share observations of local weather conditions to describe patterns over time.	
	Tech	**Students will do the "Hour of Code".**
	Science	**Students will make rain gauges.**

1st Grade	**_1-PS4-2_**: _Make observations to construct an evidence-based account that objects can be seen only when illuminated._ **_1-PS4-3_**: _Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light._ **_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._	
	Music	**Continue reading melody notation. Review pitches C, D, E, and F. Learn pitch G, _Glistening G._**
	Art	**Students will cut out their butterflies and glue down to a blue background.**

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._	
	Music	**Continue boomwhacker studies. Review pitches C, D, E, F, G, and high A. Learn pitch high B, _Bumble Bee_.**
	Art	**Students will Warm Desert Landscapes with oil pastels.**

3rd Grade	_3-ESS2-1 – Represent data in tables and graphical displays to describe typical weather conditions expected during a particular season._ _3-ESS2-2: Obtain and combine information to describe climates in different regions of the world._	
	Tech	**Students participate in the "Hour of Code" with the help of a "Choice Board"**
	Science	**Students continue researching temperature and precipitation ranges for their chosen biomes.**

4th Grade	<u>**4-PS3-3**</u>: *Ask questions and predict outcomes about the changes in energy that occur when objects collide.*
	Music Continue Recorder Karate. Review *Merrily We Roll Along* and *It's Raining*. Finish testing for orange and green belts. Learn new note, low D. Learn *Old MacDonald Had a Farm.*
	Art Continue Building Rube Goldberg Mouse Traps.

5th Grade	<u>**5-ESS2-2:**</u> *Describe and graph the amounts of salt water and fresh water in various reservoirs to provide evidence about the distribution of water on Earth.*
	Tech Students participate in the "Hour of Code" with the help of a "Choice Board"
	Science Students build food webs using ecosystem cards.

6th Grade	<u>**MS-PS3-5**</u>: *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.*
	Tech Industry experts visited from Dell visiting to help support students boards with the "Hour of Code" Students participate in the "Hour of Code" with the help of a "Choice Board"
	Science Students test their solar ovens with thermometers, compare design strengths and rebuild if necessary.

STEAM+ in the Library

|	
Kinder	We will continue work on our pine cone animals based on the book we read, "FraidyZoo" Thyra Heder.
1st grade	We will continue making our creative, homemade toys inspired by the book "Molly Lou Mellon".
2nd grade	We will complete our compare and contrast between "The Three Little Pigs" and "The True Story of the 3 Little Pigs". We will begin our project "Windy Wolf" ☺ .
3rd grade	Students will continue the build of their <u>3D Smart Dream Home</u> based on the book, "If I Built a House".
4th grade	Students will continue the build of their Smart Dream Car based on the book, "If I Built a Car".
6th grade	Students will continue to work on their Kamishibai stories.

"Last Week in Awesome"

(The week before Thanksgiving with Veteran's Day holiday)

STEAM+ in Science

5th grade students act out a food chain.
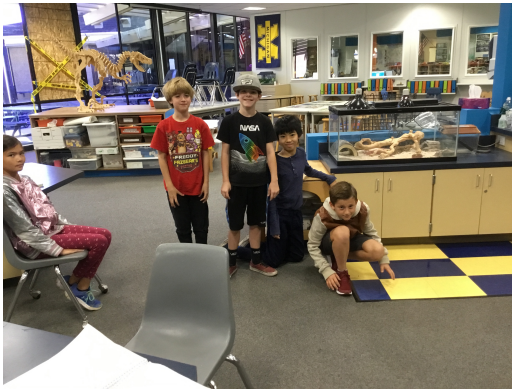
MakerSpace Club in action!
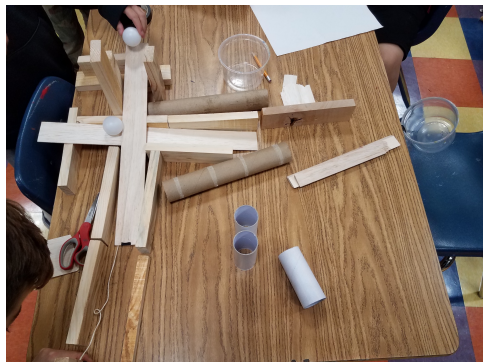
6th grade students finish work on their solar ovens.

Potions elective students make "snitches" (super balls).

STEAM+ in Art

4th grader begin prototyping their Rube Goldberg Mouse Traps.

Art Elective

1st grade students paint reflected symmetry butterflies

2nd grade students complete their paper tube sculptures.

STEAM+ in Technology

Kinder students participate in the Hour of Code lesson "Programming with Blocks" and learned the basics of computer science.

5th and 6th grade students create "Google Doodles. In each of the "Create your own Google logo" activities, students code and design their own versions of the Google logo.
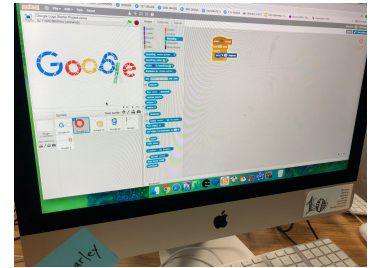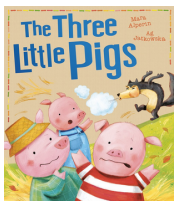

STEAM+ in Music

2nd grade SurfRiders are outstanding musicians. They have demonstrated reading music, singing melody, playing boomwhackers, and marching all at the same time. 2nd graders are incredible at multi-tasking.
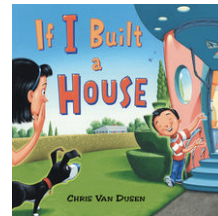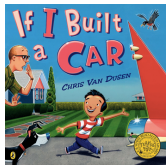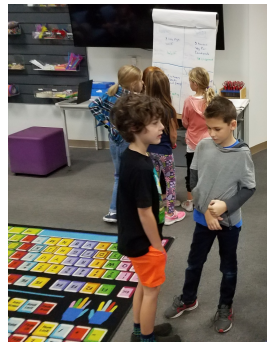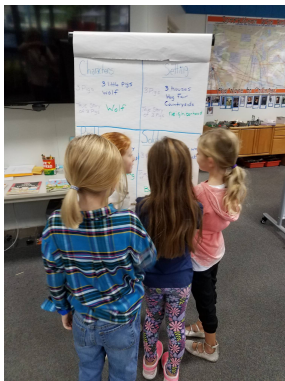
STEAM+ in the Library

1st graders began making their homemade toys based on the book,
"Have Fun, Molly Lou Melon"

After reading, "The True Story of the 3 Little Pigs", students compared and contrasted the two versions.

4th grade students learned about smart technology in homes. The continued work on their dream Smart House designs.

3rd grade students learned about smart car technology as they completed their dream Smart Car designs.

6th grade students continued writing and illustrating their Kumashibai stories.