

This Week in Awesome!

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.	
	Tech	Foundational mouse skills - going places safely online
	Science	Plant radish seeds and explore plant needs

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.	
	Art	Visualizing and hearing sounds by creating Wind Chimes out of wood and metal.
	Music	Vibration using percussion equipment-begin boomwhackers to support understanding of “pitch” (high/low)

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.	
	Art	Seascape Collages - Underwater mixed media collage using tissue and construction paper.
	Music	Reading melodic notation while playing boomwhackers “Middle C is Special”

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.	
	Science	Students make and test parachutes to discover the opposing forces.
	Tech	Students continue to work on lessons that lead up to building/coding their force and motion games on Code Studio.

4th grade	4-PS3-3: Ask questions and predict outcomes about the changes in energy that occur when objects collide.	
	Art	Students design “gears” using radial patterning for their “Art O Motion” kinetic sculptures.
	Music	Begin playing recorders, learn the notes (pitch) B, A, G. Prepare for “Recorder Karate”.

5 th grade	5-PS1-4: Conduct an investigation to determine whether the mixing of two or more substances results in new substances.	
	Science	Students study dissolving by dissolving lifesavers in their mouths and recording the length of time needed for the lifesaver to dissolve. When they discover that the color doesn't explain the variation in time for the dissolving, they brainstorm some possible reasons for variation and test them to make a model of how dissolving works.
	Tech	Animation introduction Piskel . Students learned how to create a frame-by-frame animation . They also discovered that FPS stands for frames per second. They will use these newly acquired skills to demonstrate their understanding of matter in upcoming Sci/Tech lessons.

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.	
	Science	Students use a microscope to examine parts of animal cells. Record the parts in a scientific drawing.
	Tech	Tech: Intro to Video Production - Students will use "We Video" and "Green Screen by do Ink" to create a mini infomercial about the function of plant & animal cells. They will use their digital models as a background for their clips.

STEAM+ in the Library

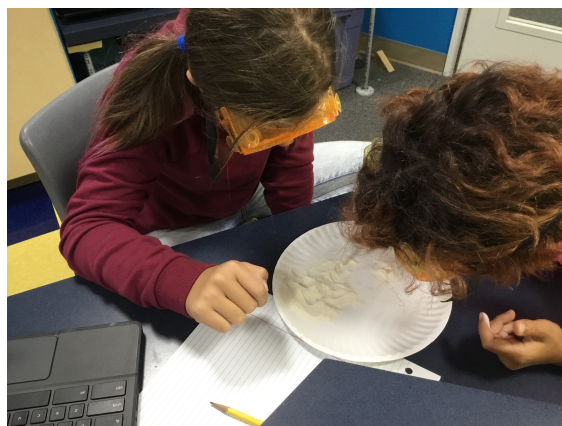
Kinder	We are learning about the Apple Life Cycle. This week we watched an Apple Life Cycle Video and read the book, "A Day at the Apple Orchard" which discusses the apple tree life cycle, pollination, different apple types, and how we can make various other foods from apples.
1 st grade	We were able to explore how sound can be seen through vibrations in water. Based on the book, "The Duck Who Played the Kazoo, students made a kazoo in order to feel the vibrations of their voices. 1-PS4-1: Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.
2 nd grade	We experimented with how many ways a cube could be taken apart and made into a new shape. Then, students created an object using 20 Legos which they will take apart and build a new object next week. 2-PS-1-3: Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object.
3 rd grade 4 th grade	Students learned about the tallest building in the world, the Burj Khalifa in Dubai and the design engineering issue it had during construction. Using the engineering design process, students began draw up their plans for a card tower using only 50 index cards and 1ft. of tape. The tower must be able to support a specific stuffed animal and must be a minimum of 2ft. tall. The tallest tower wins! 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.

“Last Week in Awesome” Highlights Highlights!

STEAM+ in Science



Kindergarten students plant radish seeds as they learn about plant needs



5th graders participate in mystery powder challenge using properties of 6 different powders to identify those in an unknown mixture

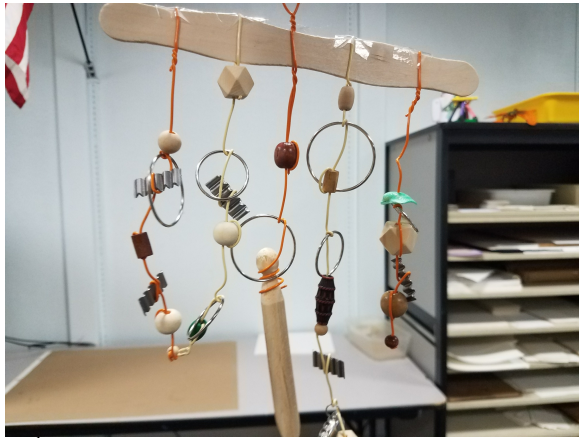


5th grade students experiment to find out which variables effect dissolving

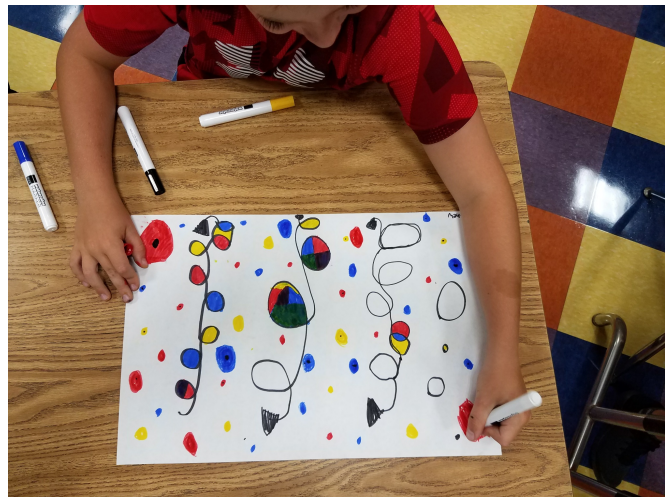


6th grade students observe plant and animal cells using compound microscopes

STEAM+ in Art



1st grade students are discovering yet another way to “see” sound in a very unique way. Amazing wind chimes!



4th graders created “Spiral Drawings” inspired by artist, Alexander Calder.



4th graders begin creating their Art-o-Motion by the projects by first designing their radial patterns.

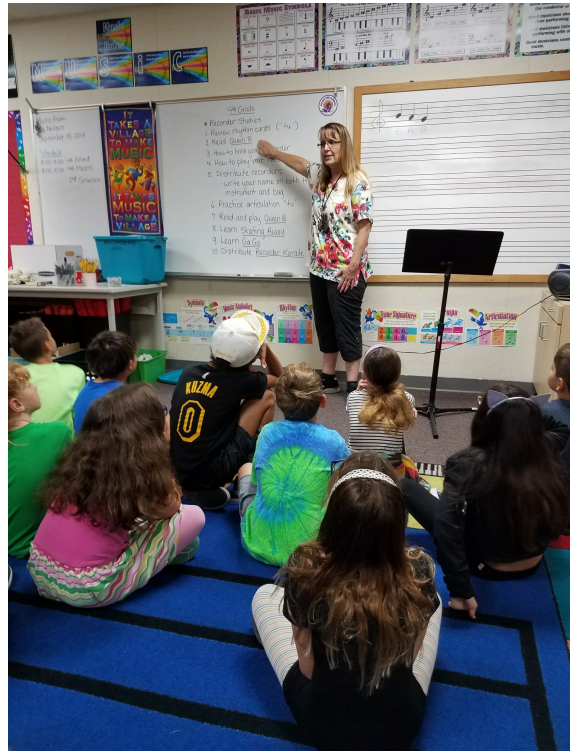


2nd grade students were examining life underwater through mixed media collage.

STEAM+ in Music

Music is alive at the Hills!

4th graders learn how to articulate sound on recorders using the syllable “tu”.



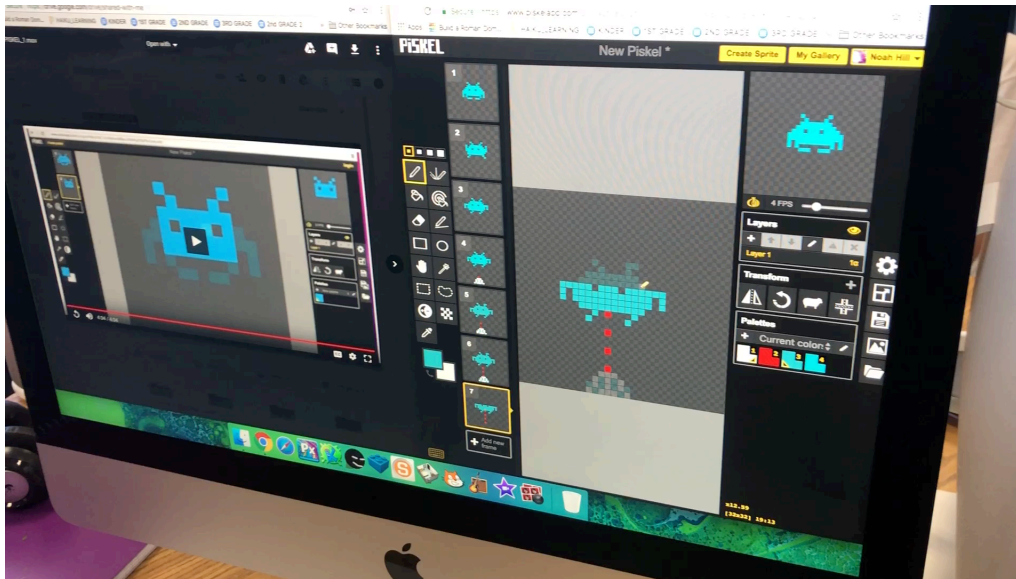
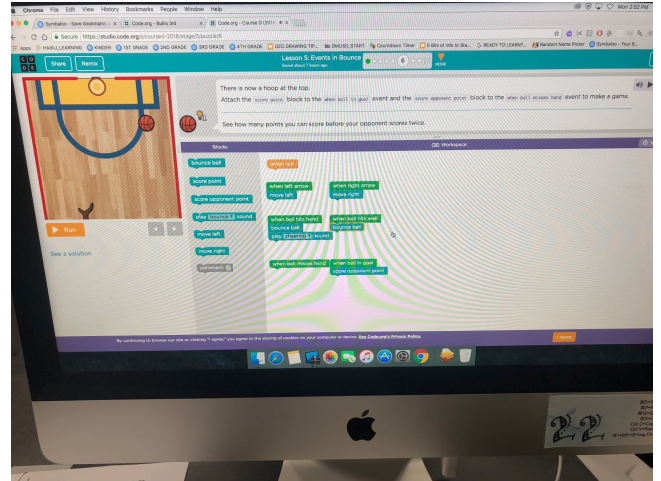
4th graders practice reading recorder music Queen B.



5th graders prepare to play congas and xylophones to accompany Green Sally Up.

STEAM+ in Technology

2nd grade students explored the inside of games using Code.org. They noticed patterns, loops, and specific commands for the game



5th grade students created their first animation using multiple frames. They explored the speed of the animation by adjusting FPS (frames per second).

STEAM+ in the Library



Kinders get their 'staches on!



1st graders make kazoos



4th graders experiment with ways they might support their card tower.



2nd graders begin to build for their test.



Each class listened to the story of Rosie Revere, Engineer and discussed how to turn around the phrase, "I can't do it".