

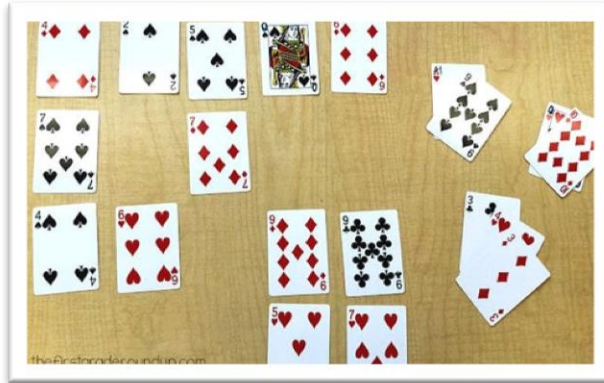
WEEK: APRIL 27th - May 1st (K-4 Calendar)

MONDAY
APRIL 27th

AM ACTIVITY: Try to make 10

INSTRUCTIONS: Try for a total of 10.

- Play this math card game alone or as a team.
- Lay out 20 cards on the table
(leave out face cards or change them to equal 0, while aces equal 1)
- Kids remove sets of cards that add up to 10, ultimately trying to remove all the cards from the table.

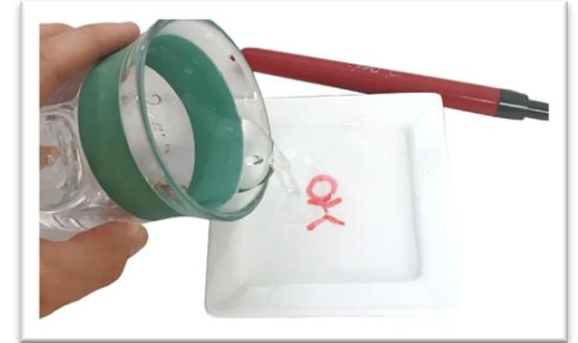


It's harder than you think!

PM ACTIVITY: Make a stick figure dance

INSTRUCTIONS:

- Start by having drawing a simple stick figure on a plate, and remember that all the pieces need to be connected in order for this to work.
- Next, SLOWLY pour water onto the dish. This part is really important.
- You will have to go super slowly to get it to work properly.
- The drawing that is done should slowly lift off the plate and begin to float.



WEEK: APRIL 27th - May 1st (K-4 Calendar)

Tuesday April 28th

AM ACTIVITY: TEXTURE SCAVENGER HUNT

INSTRUCTIONS:

How it works:

1. Place nature objects with different textures in several brown lunch bags, Pillow case or any other kind of bag that you cannot see through
2. Example of items could be a pinecone, and a stone
3. Have your kids close their eyes and feel each object.
4. Then send them outside to find a similar texture.
5. As they find matching objects, introduce texture words like pointy, bumpy and smooth.



PM ACTIVITY: BINGO!

INSTRUCTIONS:

- Remove the face cards and have each student lay out a 4 x 4 playing "board" of cards.
- Remaining cards (or another deck) are placed face down, and a caller flips over a card.
- Any player who has that number on their board turns the card face down.
- Play continues until one player has a row flipped over horizontally, vertically, or diagonally and calls "Bingo!"



WEEK: APRIL 27th - May 1st (K-4 Calendar)

Wednesday April 29th

AM ACTIVITY: SIMON SAYS DANCE PARTY

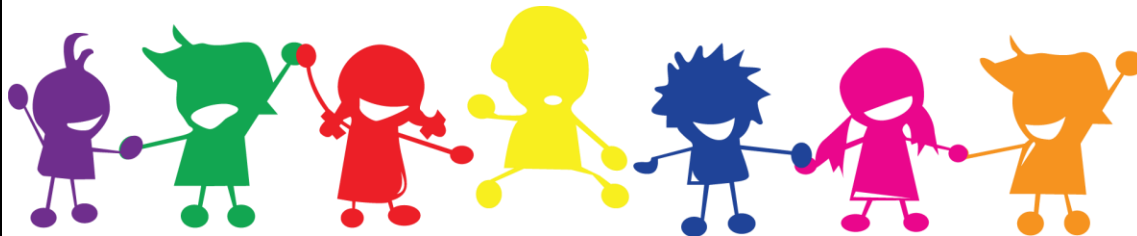
INSTRUCTIONS:

How it works:

1. Head outside with some music and host dance party.
2. Give short instructions for nature-based dance moves, like “wiggle like a worm,” “twist like a leaf” and “flap your arms like a bird.”
3. Make sure the leader is saying “Simon Says” at the beginning of each movement
4. If a player is caught moving when the leader did not say Simon Says they are out



a



PM ACTIVITY: Sardines

INSTRUCTIONS:

- Think of this game as reverse hide-and-seek
- Whoever is “It” hides while the other players count.
 - The other players then try to find (and join) the person who is “It”.
 - The last player outside the hiding spot is the new “it”.



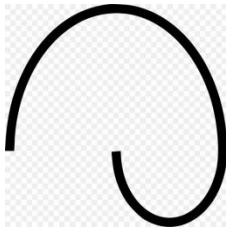
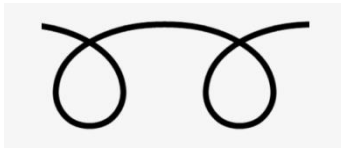
WEEK: APRIL 27th - May 1st (K-4 Calendar)

Thursday April 30th

AM ACTIVITY: THINK OUT OF THE BOX THURSDAY

INSTRUCTIONS:

- Complete the following three drawings by turning the object into something new



PM ACTIVITY: A bag of pencils

INSTRUCTIONS:

What you need

- A food storage bag
- A set of sharpened pencils
- Water

What to do

- Fill your bag with water (about $\frac{3}{4}$ full) and close it securely.
- Hold the bag in the air while your kids (one at a time) poke a pencil into one side of the bag and out the other side.
- Add more pencils.

Before you begin the activity ask the kids to guess what will happen to the bag when you try to put the pencils through the bag.



WEEK: APRIL 27th - May 1st (K-4 Calendar)

Friday May 1st

AM ACTIVITY: Rabbit hole

INSTRUCTIONS:



What you'll need:

- A hula hoop
- 3-4 cones or other objects to prop your hula hoop off the ground (all the same height, 10-12" high)

What to do:

1. Balance a hula hoop on top of the cones so that it is elevated off of the ground.
2. Tell the children that they are all rabbits and they have to get into

their rabbit hole to hide before the fox finds them.

3. They must step over the hula hoop with each foot to arrive in the hole without knocking the hula hoop from the cones.
4. One by one, each child enters the hole until as many as possible are inside!
5. When everyone is in, ask them to slowly start exiting the hole, one by one, again being very cautious not to disturb the hula hoop.

MAKE IT CHALLENGING

- Jump into and out of the rabbit hole

-Leap into the rabbit hole. Only one foot may land in the rabbit hole and then immediately leap out

-Make this into a game of tag. Designate one child as the fox and have them chase the other children into the hole. If a child knocks the hula hoop down, they join the fox.

PM ACTIVITY: Bending a pencil

INSTRUCTIONS:

Light refraction occurs when something gets in the way of the light waves. Light, like most other materials, travels mainly in waves. Because the light can't travel as quickly in the water as it does in the air, the light bends around the pencil, causing it to look bent in the water. Basically, the light refraction gives the pencil a slight magnifying effect, which makes the angle appear bigger than it actually is, causing the pencil to look crooked.

You'll need just a few things for this project:

- Mason jar or other glass cup
- Pencil (bonus points for a fun one!)

→Fill the jar half-way with water. If you fill it too much, the bend is not as apparent.

→Put the pencil in the water

→Look at it from the top. Is it straight all the way down?

→Look at it from the side....it's suddenly crooked

