

Tell me!

# Wonders Unit 1

### **Big Idea: How can learning help us grow?**

| Week   | Essential Question   | STEM Ideas for RWW   | STEM Ideas for Lit Anth   |
|--------|--|--|---|
| Week 1 | EQ: What can stories teach you?                                      | Whole group: Adaptations for keeping warm <u>activity</u>  | Use the site <u>Story Jumper</u> to have students create their own story. They can also add their voice and read their story aloud like the wolf. |
| Week 2 | EQ: What can traditions teach you about cultures?                    | Make your own (simple) <u>dream catcher</u> or (more advanced) <u>dream catcher</u> .<br><u>Family Traditions</u> or design your own <u>family flag</u>  |   |
| Week 3 | EQ: How do people from different cultures contribute to a community? | Whole group: Grow your own <u>herbal tea</u> , record the sequence of events, compare different kinds of teas growth and time it takes to germinate  |   |
| Week 4 | EQ: How can problem solving lead to new ideas?                       | Create own <u>invention</u> to solve a real problem. Some problems (fidgeting in class, pencil keeps rolling off desk, playground safety, slippery hallways, portable speaker for iPhone, pen marks on left handed kiddos when they write, etc)<br>Use a <u>MaKey MaKey</u> to create a new controller for a video game.<br>Static Electricity Experiment in 3rd story |   |
| Week 5 | EQ: How do landmarks help us<br>understand our country's<br>story?   | VR using Expeditions of American landmarks<br>Google Tour Builder of the Sites in Wonders!   |   |

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## Wonders Unit 2

### **Big Idea: What Does it Take to Solve a Problem?**

| Week   | Essential Question   | STEM Ideas for RWW  | STEM Ideas for Lit Anth  |
|--------|--|---|--|
| Week 1 | EQ: Why is working together a good way to solve a problem? | Why did the rocks sink? Why did<br>Anansi float? Test different items<br>floating ability <u>Page 12</u>  | Create new animal and write how it could<br>solve a problem<br>Build a snake trap  |
| Week 2 | EQ: Why do people immigrate to new places?                 | What makes a boat float?<br>Design a boat that can hold<br>weight   | Ellis Island VR on Google Expeditions or<br>have students look at street views on<br>google maps<br>Create a map from Russia to Ellis Island |
| Week 3 | EQ: How do people make government work?                    | Design a campaign poster using paint, Google Drawings, or Educreations if iPads available or a campaign ad using <u>flipgrid</u> .              |  |
| Week 4 | EQ: How can people help animals survive?                   | Design a device to clean an oil<br>spill<br>Or <u>this</u> if you have more time  | Design a bird puppet to help with feeding<br>Flying device to help the Whooping<br>Cranes  |
| Week 5 | EQ: How do people figure things out?                       | Use Engineering Design Process to determine a current problem in your classroom or at home, invent something new that would help solve problem. |  |

| Have ar<br><u>Tell me!</u> | Dialdaa  | Wonders Unit 3<br>: Why are individual qualities important?   |   | *Red indicates<br>grade level<br>science standard |
|----------------------------|--|---|---|---|
| Week                       | Essential Question                                     | STEM Ideas for RWW  | STEM Ideas for Lit Anth   |   |
| Week 1                     | EQ: What makes different animals unique?               | Design a tool to help get down a<br>mountain<br>Structure/Function of animals that help<br>them survive   | Design a "backbone" for a play<br>Design something that could p<br>animal   | -   |
| Week 2                     | EQ: How can 1 person change the way you think?         | Make a PSA about a problem you feel passionate about. Use <u>flipgrid</u> , create a video, or make an <u>online book</u>   |   |   |
| Week 3                     | EQ: What do we know about Earth and its neighbors?     | Design a <u>space rocket</u> . If you need a template, you can find one <u>here</u> . Or if you have more time, <u>this</u> has many activities   | Design and create your own sp<br>What things would you have to<br>Build a model to showcase you<br>Or maybe a <u>Digital Breakout</u> | consider?   |
| Week 4                     | EQ: *What ideas can we get from nature? <u>1-LS1-1</u> | Build you own animal inspired invention.<br>(something to reach high like giraffe<br>neck, something to protect your head<br>like a turtle shell)<br>Make <u>connections</u> to real life items | Google Expeditions DaVinci's experience using iPads or cell   |   |
| Week 5                     | EQ: How is each event in history unique?               | Build a wagon to help travel across rough terrain   | Design a railroad and car to ca load from one point to another  |   |

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## Wonders Unit 4

#### Big Idea: What are different ways to meet challenges?

\*Red indicates grade level science standard

| Week   | Essential Question   | STEM Ideas for RWW   | STEM Ideas for Lit Anth |  |
|--------|--|--|-------------------------|--|
| Week 1 | EQ: What choices are good for us?  | Healthy recipes. Students can research a recipe that has 3 or more healthy ingredients. Could serve as an introduction to fractions and require students to adjust recipe to feed class. If you have parent involvement, students can prepare and bring for class on a Friday. If not, students could design a model of the dish they chose. Or make a whole class recipe using fractions. |                         |  |
| Week 2 | EQ: How can you use<br>what you know to help<br>others?                        | <u>Debuggers</u> , see different coding problems and have to work to figure out what is wrong and how to fix it. Students watch video first to learn what to do. <u>Level 2 Debugger</u>   |                         |  |
| Week 3 | EQ: *How do animals<br>adapt to challenges in<br>their habitat? <u>3-LS4-3</u> | Read or watch <u>"What If You Had Animal Feet?</u> " Create a new and unique animal that will survive a particular habitat. Students must think about the adaptations other animals in that area have and what their purpose is in survival. Compare animals and determine how they would survive in a different habitat (well, less well, not at all)                                     |                         |  |
| Week 4 | EQ: How are people able to fly?  | Do experiment in reading about paper airplanes.<br>Design own airplane and test in a safe testing<br>zone. Compare designs.Design a glider or a device that can get a<br>figurine/lego man to float in the air. (Use thing<br>like coffee filters, paper, balloons, etc. More<br>advanced.   |                         |  |
| Week 5 | EQ: How can others inspire us?   | Create own poems using <u>StoryBird</u> Must sign up through Google and set up a class. Cool poetry challenges students can create.  | Sled Challenge          |  |

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### Wonders Unit 5

#### **Big Idea: What are ways people can take action?**

| Dig idea. What are ways people can take action: |  |  |   |
|---|--|--|---|
| Week  | Essential Question                                     | STEM Ideas for RWW   | STEM Ideas for Lit Anth   |
| Week 1  | EQ: How do we get what we need?                        | Would You Survive <u>Game</u><br><u>Bartering ideas</u>  | <u>Catapult</u> Bartering. Give each group or person a different material than the others, do engineering design process but focus on bartering for what you truly want from others (1 group gets popsicle sticks, 1 rubber bands, 1 spoons, 1 tape, etc) |
| Week 2  | EQ: How can we reuse what we already have?             | Watch <u>news report</u> on Caine's<br>Arcade. To see full video of<br><u>arcade.</u> Design your own game as<br>a group out of recycled materials.  | Example <u>rubric</u> for arcade game<br>More <u>inspiration.</u>   |
| Week 3  | EQ: *How do teams<br>work together?<br><u>3-ESS3-1</u> | Fire Prevention and Analyzing<br>Patterns (Good week to teach Earth<br>and Human Activity standard)  | Stop Disasters Game runs with Flash so may not work, choose wildfire challenge  |
| Week 4  | EQ: What do good citizens do?                          | Using brainpop as a starting point, find and research a famous female scientist. Create a <u>StoryBird</u> or a <u>Padlet</u> to showcase information. Or create a fake social media profile page for that person. Make a copy first then you can edit <u>Instagram</u> <u>Facebook</u> <u>Time Magazine</u> |   |
| Week 5  | EQ: What are different kinds of energy?                | Create a <u>solar oven</u> to cook a<br>'smore. More <u>ideas</u>  | Build a <u>wind turbine</u> if you have access to a small DC motor&voltmeter, if not then this <u>one</u> could work, or let kids design their own blades out of cardboard  |

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# Wonders Unit 6

### Big Idea: How do we decide what's important?

| Week   | Essential Question  | STEM Ideas for RWW   | STEM Ideas for Lit Anth   |
|--------|---|--|---|
| Week 1 | EQ: How do you decide what's important?   | Use a MaKey MaKey to let kids<br>make own controller and <u>Midas</u><br><u>Touch Game</u>   | Create a glove that Midas could use so<br>things don't turn into gold, Extension: Test<br>on a Touch and See Square<br>(ask your science teacher) |
| Week 2 | EQ: *How can weather affect us?<br><u>3-ESS3-1.</u>   | How do we stop floods? (This would take about a week to complete but is a big science standard for 3rd grade) <u>Beat the Flood</u> (can register for Free Account) or get materials <u>here</u> For a quick experiment idea, click <u>here</u> <u>Windproof your home</u> mystery science (if you have a license) |   |
| Week 3 | EQ: Why are goals important?  | NASA team building exercise and lots <u>more</u><br>Create a <u>moon habitat</u>   |   |
| Week 4 | EQ: *How can learning about<br>animals help you respect<br>them?(Life Science Standards could all<br>be addressed this week) <u>3-LS1-1</u> | Make <u>3D models</u> of life cycles of animals discussed. Look for similarities and differences. May want to assign different ones to different groups in order to compare the stages.(all have birth, growth, reproduction, and death) Create and design a <u>butterfly feeder</u>                               |   |
| Week 5 | EQ: What makes you laugh?   | Create own Idiom Posters   | One side could be literal meaning, one side figurative. Use Google Drawings to create poster  |