



## DAY 1 of STEAM for our Gingerbread House friends.



These activities are only suggestions. Maybe they will spark an even more amazing idea for you to do with your little one. Gingerbread House wants you to be sure to tell your child we love them and miss them. We can't wait until we get to see their sweet faces!

**Tip for day one:** Remember how GBH has rotations, we change rooms every 30 minutes. Within those 30 minutes we also change activities, especially for the younger children. The outdoor STEAM activities may keep their attention for 30 minutes or more. The next activity may keep them occupied for five minutes. It is okay to have lots of play breaks (play and using imagination is crucial). It is also okay if one of the activities is a flop, it happens. Be sure to change location during the day; organized learning at the table in the kitchen, then a game on the floor in the living room, and weather permitting outside to play after that. Also, have a lot of relaxing, fun family time. Make as many good memories during this trying time. -Tammi

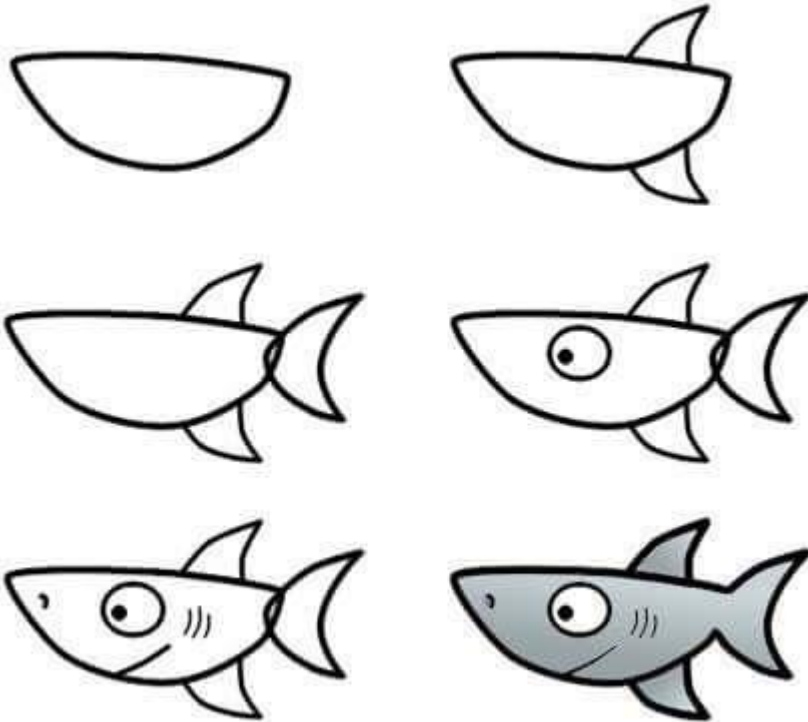
**SCIENCE:** Give your child a bag/basket to collect outside nature treasures. Give them an amount of things to collect (3 or 4 for younger kids and up to 10 for older kids). Don't rush this. Tell them to find fun, beautiful, or strange treasures. Remind them about the difference between nature and things we buy at the store. Once they are happy with their finds have them show you. If they found something that isn't nature talk about how it's a great treasure, but ask them if they would find it outside or would someone have to put it outside.

Questions/Activities: What is it (It is okay if they don't know. You can tell them or the two of you can make up a fun story about what it might be). Why did you pick this? Put the items in order smallest to largest. Which items feel rough? Smooth? What letter does each object start with?

**TECHNOLOGY:** Remember that technology for preschoolers is a tool that helps us solve problems or enhance learning – it doesn't have to be something on a screen. Your kids are going to be home a lot in the next weeks. We want to make sure they are safe. You know how your kids want to use your phone – all the time? Show them how to use it in an emergency. Be sure they can open the phone and call a neighbor or a family member. Also, review calling 911 (we did this at GBH at the beginning of the school year for pre-k students). DO NOT let them practice dial unless you have a play phone. We don't want to hear stories of the fire department showing up at your door. This will be a great way to start a conversation about what to do during a fire and tornado. Remember to keep the conversation light. We want them to be prepared but not scared.

**ENGINEERING:** Time to build! Using toothpicks and marshmallows let kids build structures. Let them tell you what they built. As an adult it is hard not to say, "Is it a chair?". Simply say, "What did you create?" or "Tell me about this." You will get some pretty awesome imaginative answers. Items you can use if toothpicks and marshmallows are not available: uncooked spaghetti, playdough, pipe cleaners, straws, grapes, blueberries

**ART:** This is a step by step art project. You will draw the first shape and then let them draw. Do one step at a time. For younger kids you may need to help them draw a few shapes, but if they want to do it let them. It is okay if the end project doesn't look anything like the sample. For older kids let them do all parts. This is a good lesson about their project is still awesome, even if it doesn't look like yours or the sample. Coloring or decorating your shark is optional. Singing, listening, or dancing to the Baby Shark song is also optional.



**MATH:** You will need one or two dice. If you don't have dice, simply write numbers on little pieces of paper and your child can draw them from a bowl. Younger kids one dice. Older kids two dice. Child rolls dice and tells you the number (most kids are not familiar with dice and will have to count the dots, older kids can roll two dice and count the total of both dice). This is the fun part, once they have told you the number they get to run around the house (or outside if you'd rather) and find that number of items. Example: If they roll a three they need to find three items – 3 trees, 3 pillows, 3 board games. Some kids will need you to tell them what to find others will have fun picking what they are going to find.

**Some extra fun:**

\*Learn about this animal: Blue Sea Dragon (use the internet)

\*Try this website. If you click on "Play Now Free" your child can create some very creative animals.

<https://switchzoo.com>

\*Print and use the practice cutting sheet. Pre-K students should be able to do all parts of the cutting. Younger students may just be able to snip (fringe) the bottom. They can trace parts they are not going to cut.

\*Joke for the day: What kind of dog tells time? A WATCH DOG

