

SCHOOL AGE

Week

33

Smart Activities



SMART CHOICE. SMARTER CHILD.®

Candy Maze Game

Materials: gummy candies, round candies, toothpicks, scissors, Styrofoam tray (ask you local butcher for one)

Preparation: Gather materials.

Instructions:

1. First, lay out your candy and think of a unique maze design. (Note: Make sure your round candies will be able to easily roll through the maze.)
2. Lay out your maze on the tray. Once you are satisfied with your maze design use the toothpicks to secure everything in place.
3. Then flip over your tray and cut off the toothpicks that are poking through.
4. Now place your round candies on the board and play.
5. Time yourself. Do you need to adjust any candies because the round candies get stuck?
6. Have fun and of course you can eat the leftovers.



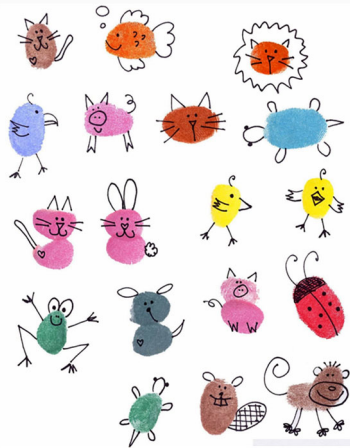
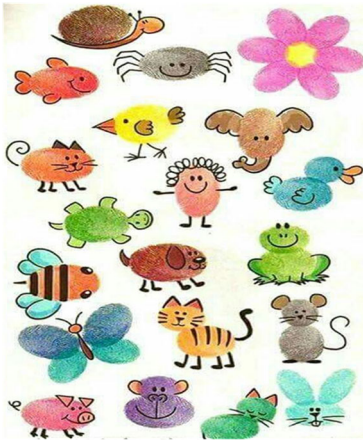
Fingerprint Art

Materials: paper, stamp pad or paint (various colors), fine markers

Preparation: gather materials, Google "Fingerprint Art Images" to get ideas

Instructions:

1. Lay out your paper.
2. Look for ideas on various websites by Googling "Fingerprint Art Images"
3. Think about what you want to create. Are you going to make a book with an on-going story?
4. Have fun and be creative.



Push and Pull Rocket For 2

Materials: cardboard tubes, curling gift ribbon, paint or markers, colored paper (your choice), glue, scissors

Preparation: Gather materials. Cut two pieces of curling ribbon 4-5 feet long (make sure they are even).

Instructions:

1. Paint or use markers to decorate your cardboard tube. Use your creativity to make it look like a rocket. Allow time to dry.
2. Cut two small triangles out of the colored paper and glue to the sides to look like the fins of the rocket ship.
3. Next, take your two pieces of curling ribbon and place them through the tube.
4. Now invite a friend to join you. Each one of you needs to take the two ribbons on each side (one in each hand) and stretch out until the ribbon is taut (tight).
5. In order to push the rocket back and forth, one person needs to open the two ribbon pieces (pulling arms apart while holding onto the ribbons) while the other person is holding the two ribbons in his/her hands together. This will push the rocket to the other person.
6. Then, alternate making the rocket "Push and Pull."



3 Marker Challenge

Materials: markers, bag, 3 Marker Challenge Template, internet access, website:

https://www.youtube.com/watch?v=9C3OK06Ot_M

Preparation: Dump the markers in the bag. Print the template or use the internet to find your own coloring sheets.

Instructions:

1. Watch the video to see what the 3 Marker Challenge is about and how to make it a fun challenge.
2. Gather friends, family, or even do it over video chat. Challenge others to color with you. If it is only you, then challenge yourself to be creative.
3. The name of the game is "3 Marker Challenge." You can only use the 3 markers you draw out of the bag.
4. Close your eyes and draw out 3 markers (no putting back markers).
5. These are the markers you will use to color your coloring sheet. Once everyone is finished, show your work.



The Speed of Wind- Anemometer

An anemometer is a tool made to measure the speed of wind. It is an important tool for meteorologists who study weather patterns and for physicists who study the way air moves.

Materials: 3 oz. paper or plastic cups (5), hole punch, pushpin, sharpened pencil with eraser, 2 straws, internet access, website: <https://www.youtube.com/watch?v=Af0LB3abBsk>

Preparation: Gather materials. Watch the video for detailed instructions.

Instructions:

1. With one of the cups, use the single hole puncher to punch four holes directly across from each other, $\frac{1}{2}$ inch underneath the rim of the cup. The holes should be level and even. This will be the cup in the middle.
2. Then, take the straws and push through the holes in the cup making an "X" shape.
3. With the remaining cups, use the single hole puncher to punch two holes in each cup. This will secure the straw in place on each cup.
4. Make sure all the cups are facing the same direction or it will not work.
5. Next, use the tip of your sharpened pencil to poke a hole in the center cup. Wiggle it slightly to make sure the pencil can rotate easily.
6. Then, take your pushpin and lightly push it through the straws and into the eraser of the pencil. Make sure it is not too tight. (If it is too tight, your anemometer will not rotate.)
7. Hold your anemometer straight up and try to give it a spin. If it will not spin, loosen your pushpin.
8. Now, you are ready for the wind. If it is not windy outside, set up a fan and hold in front of it. Watch it spin. Can you see it speed up and slow down?



Stained Glass House

Materials: 2 pipe cleaners, baking crystals, cookie cutter (optional), baking sheet, aluminum foil, oven, hot mitts

Preparation: **Adult supervision/assistance is needed for this activity.** Place aluminum foil on baking sheet. Preheat the oven to 400°.

Instructions:

1. Use two pipe cleaners for form a house. You can even use more pipe cleaners and make a more intricate design.
2. Once you are satisfied with your house design, place it on the aluminum foil.
3. Next, begin to pour and fill your house with the crystal beads. Be sure not to leave any gaps. Have fun and remember there is no wrong way. This is your glass house. (If you would like to add the gingerbread design or a rectangle shape for a door, then place the cookie cutter in the area.)
4. Once you are satisfied with your house, place it in your preheated oven for about 15 minutes.
5. Remove it from the oven and allow to cool.
6. Once the house is cooled, you can remove your cookie cutter if you used one.
7. Now enjoy your design. You can hang it in a window or if it is the holidays you could even hang it on your tree.



Spinning Circles

Materials: cardboard, paper, markers, scissors, pennies, glue, bowl or circle shape 4.5" in diameter, pencil

Preparation: Gather materials.

Instructions:

1. Using your circle shape, place on the cardboard and trace the circles onto it. (Draw as many circles as you would like spinners.)
2. Using the same circle, trace onto a piece of paper for each of the cardboard circles you made. (This will be what you make your designs on and then will glue onto your cardboard piece.)
3. Cut out the circles from both the cardboard and paper.
4. Design your patterns on your paper. You can make it a swirl pattern, a flower, wheel, etc. Make it your own. You can see the pictures below for inspiration.
5. Once you have finished coloring, cut a tiny slit in the center of the cardboard circle so the penny can slide in. If the slit is too wide, the pennies do not stay in place very well.
6. Cut another small slit in the center of your colored circle paper so it will slide over the top of the penny. Glue onto the cardboard.
7. Insert your penny with it partially showing from the top.
8. Now you are ready to spin.



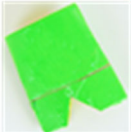
Bead Drop Game

Materials: cardboard tube, hole punch, wooden beads, scissors, straws, markers or paint

Preparation: Gather materials.

Instructions:

1. Trim the tube to make it shorter. This will make it easier for the hole punch to reach the center.
2. Paint or color your tube with markers.
3. Cut two triangles in bottom.



4. Punch holes throughout tube.



5. Trim straws.



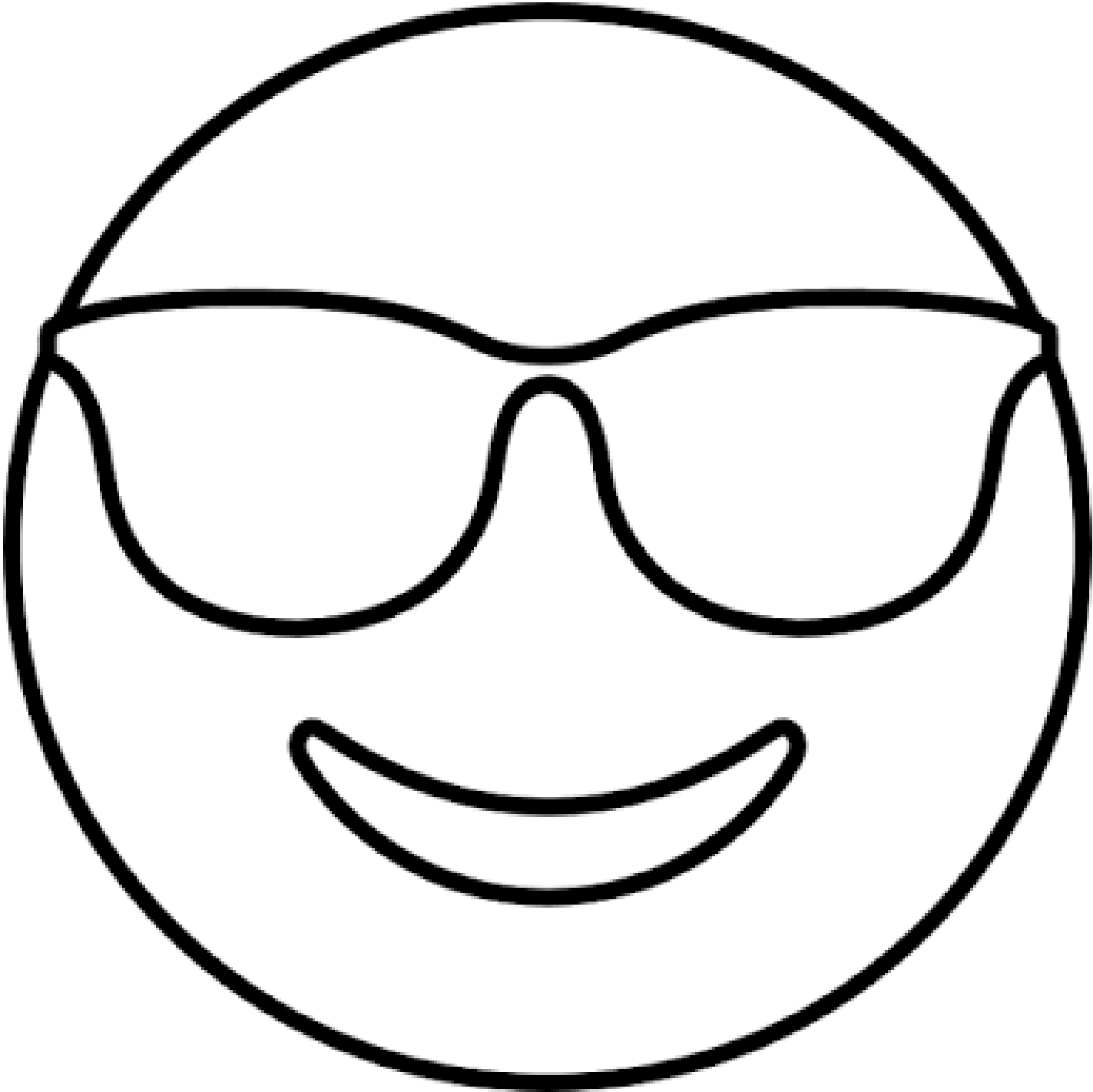
6. Place trimmed straws through the holes.



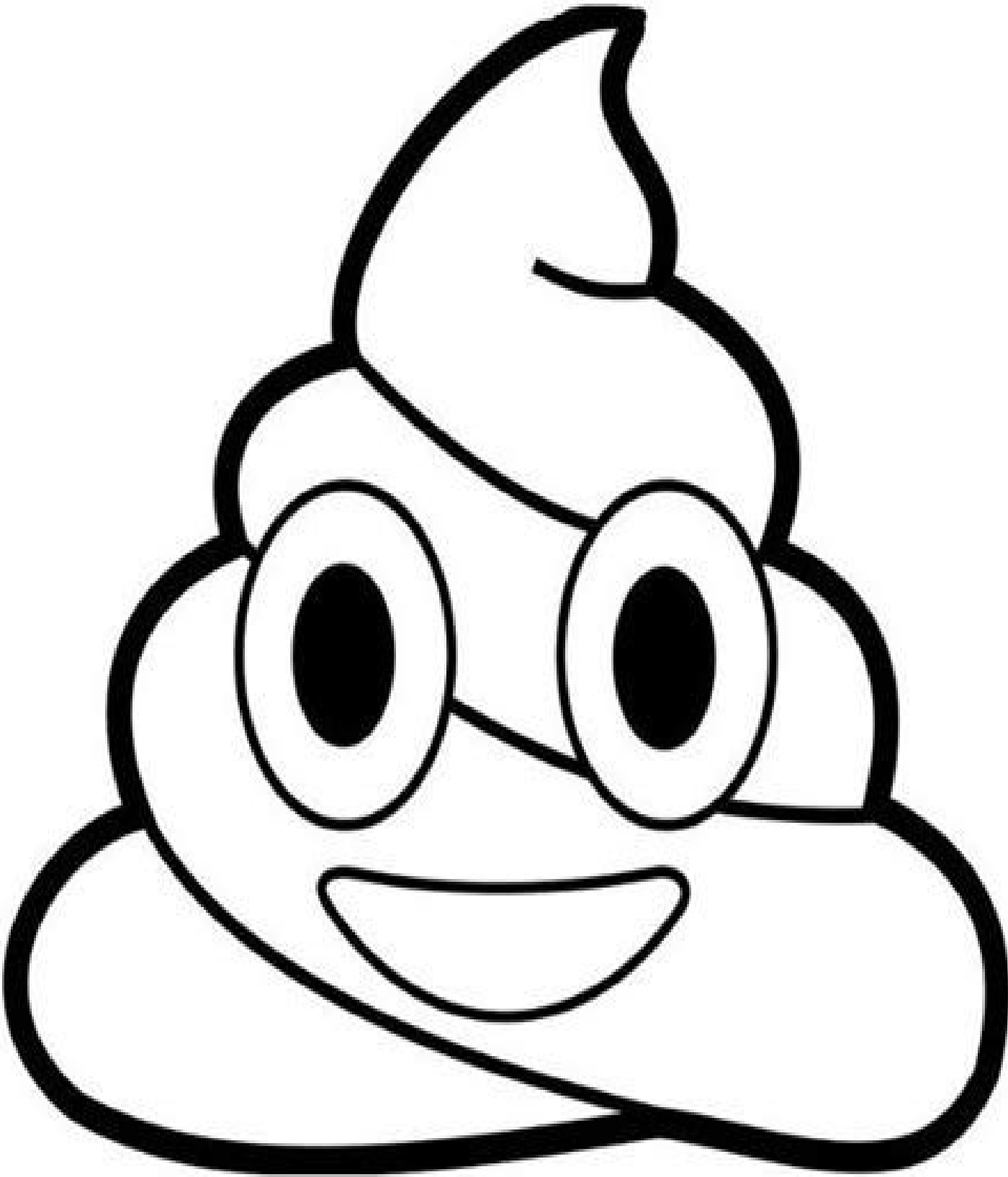
7. Now it is time to play... Once you have all the straws in place, drop the beads on top.
8. Then play the game by taking turns pulling out a straw. As a bead or beads drop, place them next to the player who pulled the straw.
9. The winner is the person with the fewest number of beads.



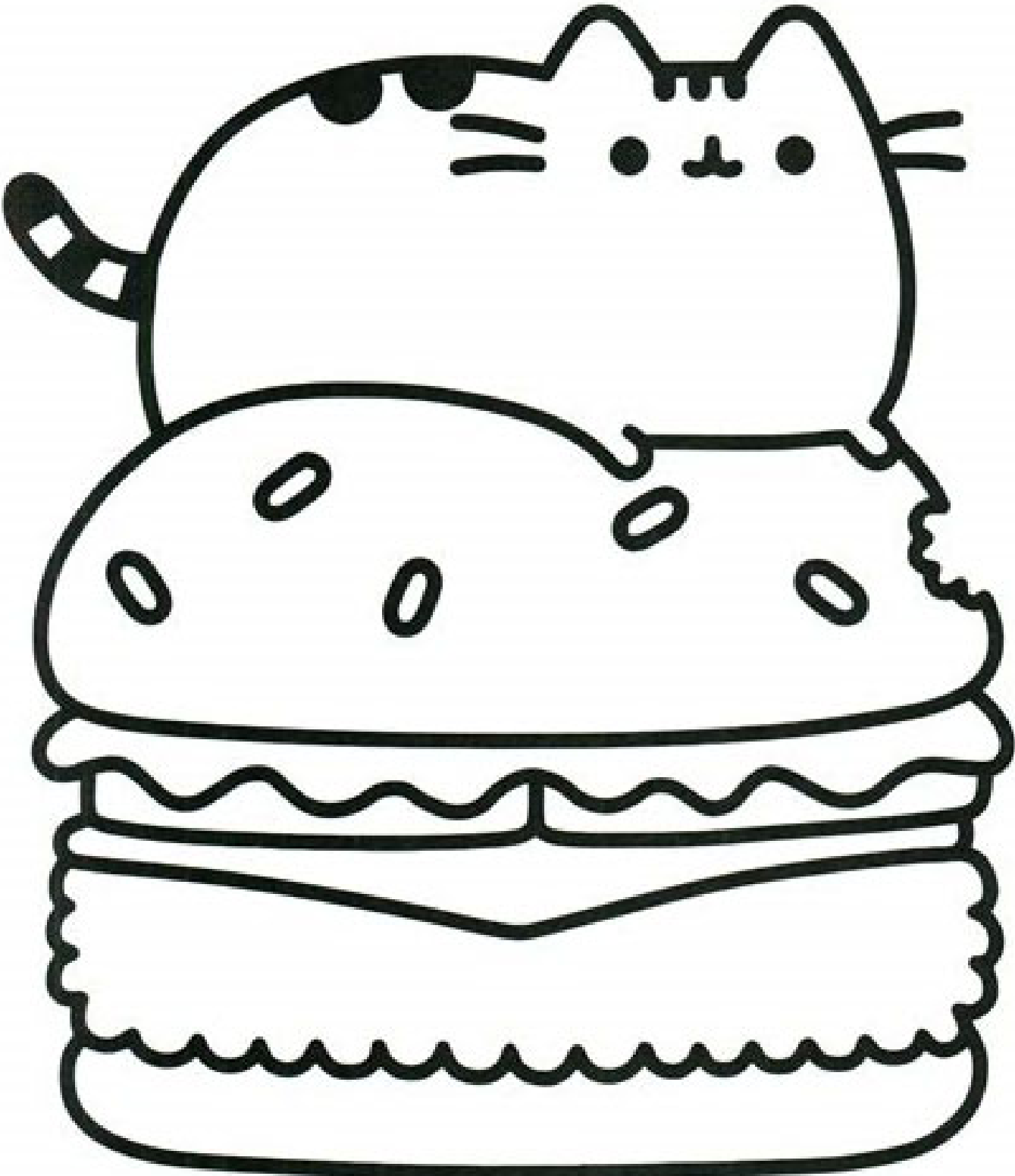
3 Marker Challenge Template



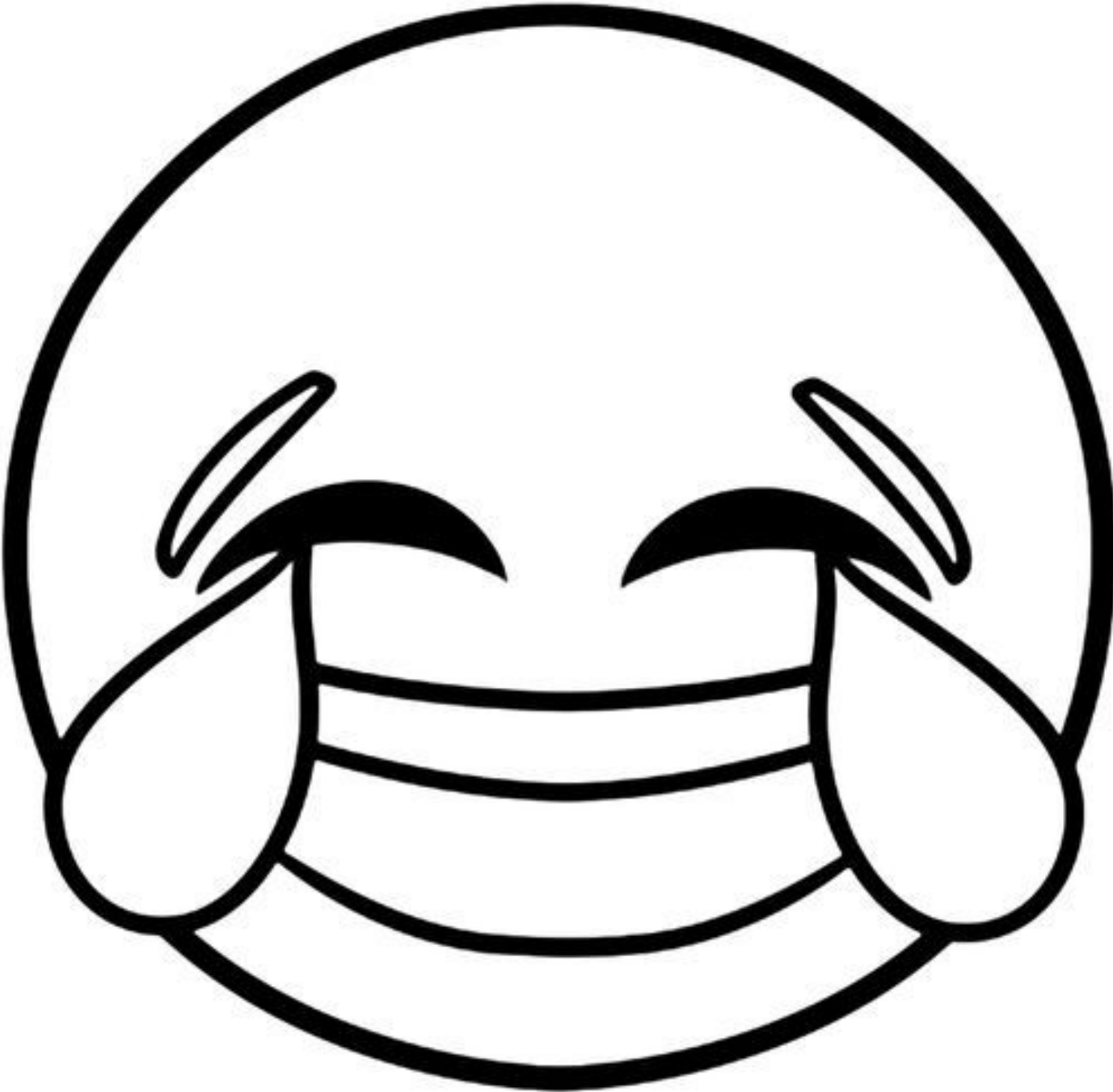
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