



University of Nevada, Reno
Kids University

Exploring Robotics and Music (second-third grades)

Instructor: Paul Fleming
 Week of June 23-27 and July 28-Aug. 1

	Monday	Tuesday	Wednesday	Thursday	Friday
8:45	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
9:00	Introductions 9:15-10 – Math Mindsets: Notebooks, math mindset message Dot card and number talks Flexible Number Trains	Welcome and notebooks 9:15 – Math Mindsets: growth mindsets, good group work, number visuals	Welcome and notebooks 9:15 – Math Mindsets: Balloon ride, mobius strip	Welcome and notebooks 9:15 – Math Mindsets: framing rectangles, grouping arithmetic	Welcome and notebooks 9:15 – Math Mindsets: Shape origami, seeing parts and wholes
10:00	Music warm-up: solfege with body, rhythms 10:15 – Music: steady beat games “Oboo Asi” and “Kokoleoko”	Music warm-up: solfege with body, rhythms 10:15 – Music: call-and- response with xylos “Who Sells Seashells” and “Cat Came Back”	Music warm-up: solfege with body, rhythms 10:15 – Music: Improvising call-and-response with xylos “Who Sells Seashells” and “Cat Came Back”	Music warm-up: solfege with body, rhythms 10:15 – Music: teamwork and creative thinking “Sally Go Round” “Soy Una Taz	Music warm-up: solfege with body, rhythms 10:15 – Music: creative game play with music “Trees and Squirrels” and “Button You Must Wander”
11:00	Code a sandwich 11:25 – Lego free build in small teams	Build Spike Prime vehicles	Code Spike vehicles to go in a line, a square, a circle.	Code Spike vehicles to complete a maze	Code Spike vehicles to deliver a package
11:50	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room
Noon	Lunch	Lunch	Lunch	Lunch	Lunch
1:00	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
1:15	STEAM career talk and “If I were” journals: Audio engineer 1:30 – Lego STEAM creations + brainstorming	STEAM career talk and “If I were” journals: Architect 1:30 – Lego STEAM creations	STEAM career talk and “If I were” journals: Game Designer 1:30 – Lego STEAM creations + pseudocode coded solution	STEAM career talk and “If I were” journals: Fashion Designer 1:30 – Lego STEAM creations + coded solution	STEAM career talk and “If I were” journals: Electro- acoustic performer 1:30 – Lego STEAM creations + coded solution
2:00	Lego STEAM (continued) 2:45 - Melodicas	2:15 - Lego STEAM (continued) 2:45 - Melodicas	2:15 - Lego STEAM (continued) 2:45 - Ukulele	2:15 - Lego STEAM (continued) 2:45 - Ukulele	2:15 - Lego STEAM (continued) 2:45 - Ukulele

3:00	Melodicas (continued) 3:10 – folk dances	Melodicas (continued) 3:10 – folk dances	Ukulele (continued) 3:10 – folk dances	Ukulele (continued) 3:10 – folk dances	3:00 – Ukulele (continued) 3:10 – reflect, present, discuss projects
3:45	Get ready to leave	Get ready to leave	Get ready to leave	Get ready to leave	Get ready to leave

- Drop off campers between 8-8:45 a.m. in front of Frandsen Humanities Building.
- Pick up campers between 4-4:30 p.m. in front of Frandsen Humanities Building.
- All campers should bring morning and afternoon snacks, lunch and a water bottle every day.