



Exploring Robotics and Music (Ages 7-9)

Instructor: Paul Fleming
Week of June 24 and July 8

	Monday June	Tuesday June	Wednesday June	Thursday June	Friday June
8:45	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
9:00	Introductions Math Mindsets: Notebooks, math mindset message Dot card and number talks Flexible Number Trains	Welcome and notebooks Math Mindsets: growth mindsets, good group work, number visuals	Welcome and notebooks Math Mindsets: Balloon ride, mobius strip	Welcome and notebooks Math Mindsets: framing rectangles, grouping arithmetic	Welcome and notebooks Math Mindsets: Shape origami, seeing parts and wholes
10:00	Music warm-up: solfege with body, rhythms Music: steady beat games "Oboo Asi" and "Kokoleoko"	Music warm-up: solfege with body, rhythms Music: call-and-response with xylos "Who Sells Seashells" and "Cat Came Back"	Music warm-up: solfege with body, rhythms Music: Improvising call-and- response with xylos "Who Sells Seashells" and "Cat Came Back"	Music warm-up: solfege with body, rhythms Music: teamwork and creative thinking "Sally Go Round" "Soy Una Taza"	Music warm-up: solfege with body, rhythms Music: creative game play with music "Trees and Squirrels" and "Button You Must Wander"
11:00	Code a sandwich 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
11:45	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room	Walk to Lunch Room
12:00	Lunch	Lunch	Lunch	Lunch	Lunch
1:00	Walk to Class	Walk to Class	Walk to Class	Walk to Class	Walk to Class
1:00	STEAM career talk and "If I were" journals: Audio engineer Lego STEAM creations and brainstorming	STEAM career talk and "If I were" journals: Architect Lego STEAM creations	STEAM career talk and "If I were" journals: Game Designer Lego STEAM creations and pseudocode coded solution	STEAM career talk and "If I were" journals: Fashion Designer Lego STEAM creations and coded solution	STEAM career talk and "If I were" journals: Electro- acoustic performer Lego STEAM creations and coded solution
2:00	Lego STEAM (continued) Melodicas	Lego STEAM (continued) Melodicas	Lego STEAM (continued) Ukulele	Lego STEAM (continued) Ukulele	Lego STEAM (continued) Ukulele
3:00	Melodicas (continued) folk dances clean up	Melodicas (continued) folk dances clean up	Ukulele (continued) folk dances clean up	Ukulele (continued) folk dances clean up	Ukulele (continued) reflect, present, discuss projects clean up

3:45	Leave Class	Leave Class	Leave Class	Leave Class	Leave Class
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- Drop off campers between 8-8:30 a.m. in front of E. L. Wiegand Fitness Center.
- Pick up campers between 4-4:30 p.m. in front of E. L. Wiegand Fitness Center.
- All campers should bring a morning and afternoon snacks, lunch and a water bottle every day.