
















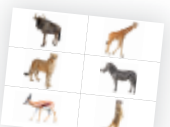




# Going on Safari










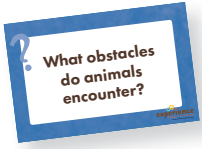
## WEEK 1 GETTING READY FOR SAFARI

STEAM STATION	YOUR SUPPLIES	BIG QUESTION AND INSPIRATION PHOTOS	TEACHER TIPS
<b>LESSON 1</b> <b>Stamp Patterns</b> <small>SCI 3 Physical Science MR 5 Patterns</small>	Textured objects for stamping Butcher paper Inkpads or paint	 	Study different animal fur, then create your own fur pattern. Does your pattern have stripes or dots?
<b>LESSON 2</b> <b>Pull Design</b> <small>PD 1 Gross Motor SCI 4 Technology</small>	Laundry basket Rope or scarves Safety clips Blankets Books		Fill a laundry basket with blankets and books, then explore using rope or scarves and safety clips to rig up a way to pull the basket across the floor.
<b>LESSON 3</b> <b>Safari Habitat</b> <small>SCI 2 Natural &amp; Earth Science SED 4 Social Relationships</small>	Bin Nature items Animal figurines	 	Go outside and gather different nature items to create a mini habitat for toy animals. Ask, "What will they eat? Where will they sleep? What is the safe area? What could be dangerous for the animals?"
<b>LESSON 4</b> <b>Driving Through the Wild</b> <small>CA 4 Drama SCI 4 Technology</small>	Cardboard boxes Plastic recycled lids Pipecleaners or sticks Paper Scissors Markers		Decorate a big box to look like a car. Cut out cardboard wheels or use recycled lids. Explore punching holes in the center of the lids to attach them so they will spin. Invite the children to add to the features of the car and imagine being car repair technicians.
<b>LESSON 5</b> <b>Protected Areas</b> <small>SCI 2 Natural &amp; Earth Science SED 3 Attention &amp; Persistence</small>	Yarn or ribbons Stuffed animals Nature items	 	Set up a protected space in your indoor or outdoor play area. Rope it off with yarn or ribbon. Explain that only animals are allowed in the protected area: no other toys, cars or buildings. Play with stuffed animals and nature items in the protected area.

## WEEK 2 WILD SAFARI ANIMALS

<b>LESSON 6</b> <b>Lion's Den</b> <small>SCI 2 Natural &amp; Earth Science SED 2 Self-Regulation</small>	Sheet or blanket Pillow Stuffed animals Books about lions Quiet toys	 	Build a den with the children and leave one side open to crawl in and out. Store books and quiet toys in the den and encourage the children to relax and calm down in the den.
<b>LESSON 7</b> <b>Elephant Trunk</b> <small>SCI 1 Investigation &amp; Inquiry SCI 3 Physical Science LLD 4 Alphabetic Knowledge</small>	Blocks Turkey basters Chalk Water	 	Investigate how an elephant uses its trunk to drink and take a bath. How do elephants suck in and squirt out water? Experiment by writing letters and shapes on blocks, then squirting them with water. What happens to the chalk letters/shapes when you squirt them with water?
<b>LESSON 8</b> <b>Safari Bowling</b> <small>SCI 3 Physical Science PD 1 Gross Motor</small>	Tape Empty water bottles Ball (optional)	 	Create a masking tape line and set up empty water bottles a few feet away. Imagine a ball is a rhino and is charging other safari animals. Roll the ball and count how many animals (bottles) fall over.
<b>LESSON 9</b> <b>Zebra Slime</b> <small>SCI 3 Physical Science SCI 1 Investigation &amp; Inquiry</small>	Slime (see recipe card) Spoon Measuring cups Bowl Food coloring (optional)	 	Invite the children to take turns stirring and mixing the ingredients to make slime. Talk about how the texture of the ingredients change. Make slime in two colors and talk about how they mix and make patterns.
<b>LESSON 10</b> <b>Giraffe Tower</b> <small>SCI 3 Physical Science MR 7 Logic &amp; Reasoning</small>	Toothpicks or straws Playdough	 	Use toothpicks or straws and playdough to build a tall giraffe. Test out different ways to connect the materials so they stick together. Will you create a neck and head or the whole body?

## WEEK 3 LIFE IN THE GRASSLANDS

STEAM STATION	YOUR SUPPLIES	BIG QUESTION AND INSPIRATION PHOTOS	TEACHER TIPS
<b>LESSON 11</b> <b>Stringed Creations</b> <small>PD 2 Fine Motor MR 7 Logic &amp; Reasoning</small>	Pipecleaners Items with holes (beads, washers, cereal, pasta)	 	Explore stringing different items onto pipecleaners. Explore items from the kitchen, classroom and even outdoors in nature. Hunt for things that have holes.
<b>LESSON 12</b> <b>Cozy Hut</b> <small>SCI 4 Technology MR 7 Logic &amp; Reasoning</small>	Cardboard Masking tape Dolls or stuffed animals Blocks Fabric	 	Set out large pieces of cardboard, blocks, fabric, masking tape and other objects for the children to explore various building strategies.
<b>LESSON 13</b> <b>Bowl Balance</b> <small>PD 1 Gross Motor CA 4 Drama</small>	Bowl Play food	 	Hide play food in the outdoor play area and encourage the children to gather the food and fill up a bowl. Balance the filled bowl and walk it over to a table or tree.
<b>LESSON 14</b> <b>Cup Sound Patterns</b> <small>MR 5 Patterns LLD 2 Communication</small>	Cups (one per child)		Give each child a cup. Tap a cup once for each syllable in each child's name and invite them to mimic your patterns. Next ask, "Can you make our cups sound happy? Scared?" Explain that drums can communicate danger, celebration or other important information.
<b>LESSON 15</b> <b>Magnetic Maze</b> <small>MR 7 Logic &amp; Reasoning SCI 4 Technology</small>	Glue gun Magnetic tape Cardboard tubes Metal trays Small animal figurines or pompoms		Investigate magnets and tunnels. After gluing magnets onto the tubes, set them out for the children to design mazes on the metal trays and explore putting small animals or pompoms through the mazes. Investigate how magnets and tunnel paths work.

## WEEK 4 BACKYARD SAFARI

<b>LESSON 16</b> <b>Tweezer Tools</b> <small>SCI 4 Technology SED 3 Attention &amp; Persistence</small>	Tweezers Magnifying glasses Bowls		Find small bugs or items in the dirt outside. Explore picking them up with tweezers and putting them in a bowl. Examine them more closely with magnifiers.
<b>LESSON 17</b> <b>Big Bird Nest</b> <small>SCI 2 Natural &amp; Earth Science CA 4 Drama</small>	Large cardboard box or small child's pool Blankets or butcher paper	 	Build a nest with old fabric and paper by draping it over a kiddie pool. Leave the nest in your dramatic play area for the children to climb in and pretend to be birds.
<b>LESSON 18</b> <b>Bridge Construction</b> <small>MR 7 Logic &amp; Reasoning SCI 4 Technology SS 3 Geography</small>	Cardboard tubes Sticks String Tape Straws Stuffed animal	 	Explore building a bridge, then test it by placing a stuffed animal or a toy truck on it.
<b>LESSON 19</b> <b>Beetle Structures</b> <small>PD 2 Fine Motor SCI 2 Natural &amp; Earth Science</small>	Playdough Toothpicks Golf tees Pipecleaners Wiggle eyes Bottle caps	 	Set out playdough and the loose parts. Invite the children to design beetles. Ask them about their creatures' body parts and what kind of insects they are.
<b>LESSON 20</b> <b>Weighing Tree Parts</b> <small>SCI 2 Natural &amp; Earth Science MR 4 Measurement</small>	Tree parts Bowls Paper Markers Scale or a hanger, yarn and cups	 	Gather a variety of tree parts (sticks, leaves, acorns, pinecones, bark). Use a balance scale or make your own with a hanger and hang two cups from both ends of the hanger. Experiment with what weighs more and record the findings.



## Set-Up Directions

These open-ended STEAM stations invite children to investigate, problem-solve and create.

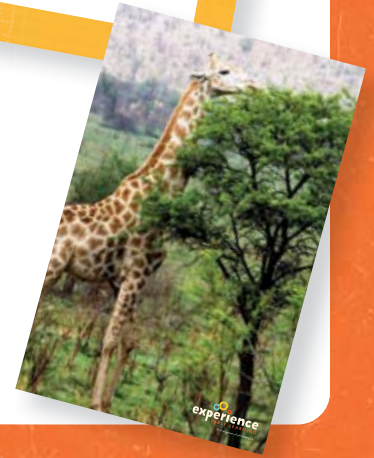
- Hang the Big Question and Inspiration Photos on the wall next to the place you set up the investigation.
- Use the labels to identify and organize materials children will use (and clean up) as they explore STEAM stations.

## ROTATING YOUR STATIONS

- Introduce one new STEAM station daily. Leave that station set up all week. By the end of the week, children will have five stations to explore.



? How tall can you build a giraffe?



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STATIONS

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**What animal  
prints can  
you stamp?**



**What can  
you use to push  
or pull a basket?**



**What do animals  
need to survive?**



**How can  
you make  
wheels spin?**





**How can we  
protect animals?**



**What do lions  
do in a den?**



**How do  
elephants drink?**



**How does  
a rhino react  
to danger?**





**What happens  
when you mix  
two ingredients  
or two colors?**



**How tall can you  
build a giraffe?**



**What patterns  
can you design?**



**What makes  
a sturdy  
and safe home?**





**How can you  
balance a bowl  
on your head?**



**What sounds  
can you make  
with a cup?**



**What obstacles  
do animals  
encounter?**



**What can you  
pick up outside  
with tweezers?**





**Can you  
sit in a nest?**



**What makes  
a bridge strong?**



**How can you  
design a beetle?**



**How much  
do various  
tree parts weigh?**



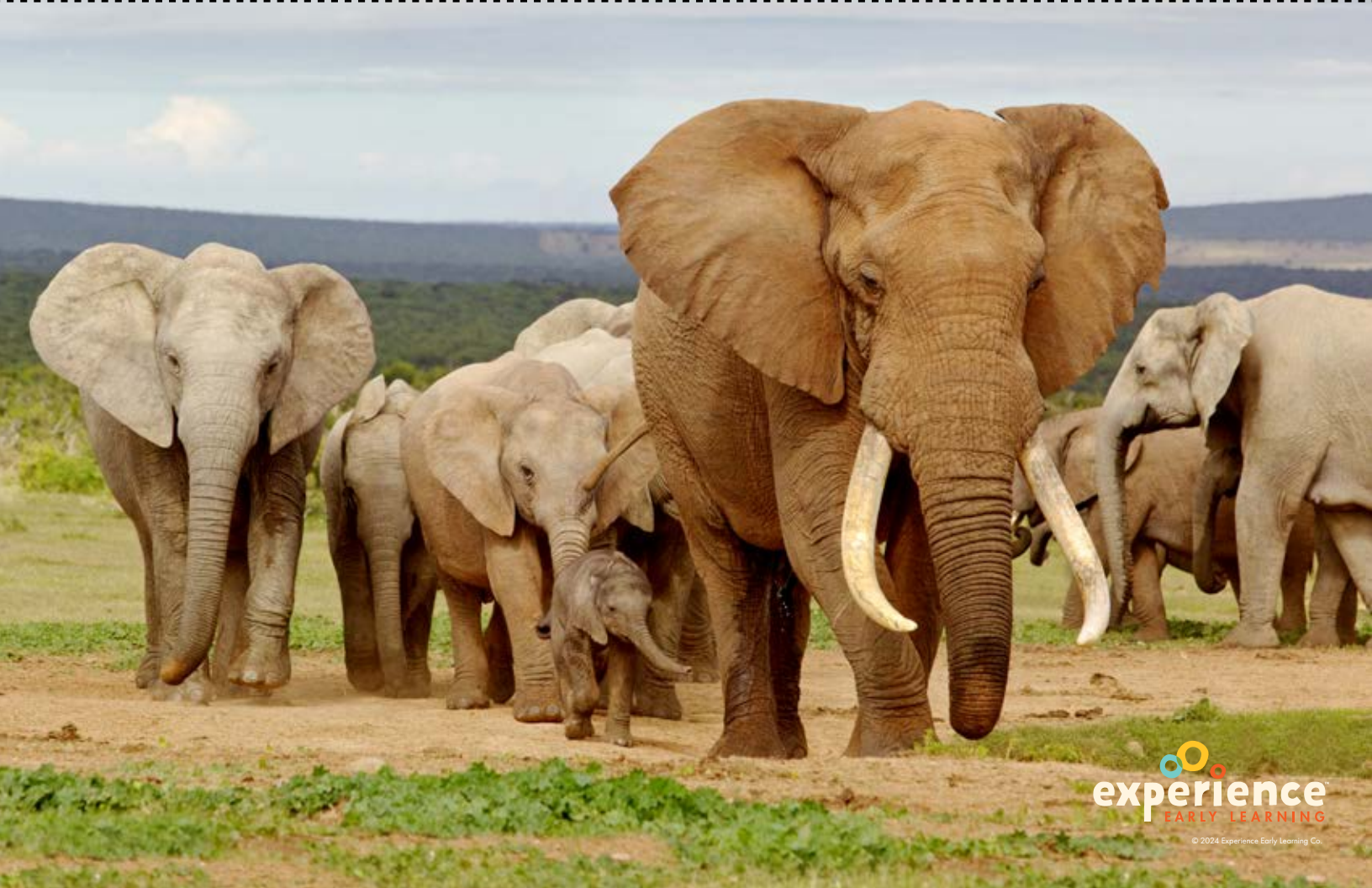


  
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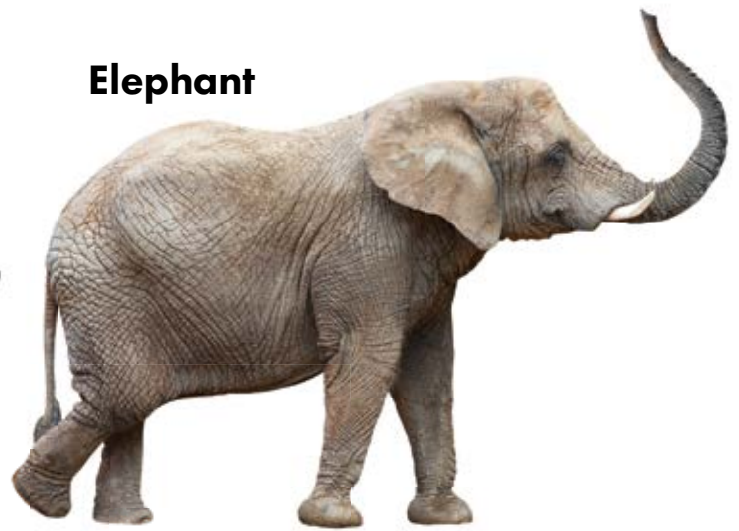








**Lion**



**Elephant**



**Giraffe**



**Gorilla**



**Rhino**



**Hippo**



**Cheetah**

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# **Endangered Animals of Africa**





  
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# ZEBRA slime

$\frac{1}{4}$  c. liquid starch  
 $\frac{1}{2}$  c. water  
 $\frac{1}{2}$  c. glue  
food coloring











  
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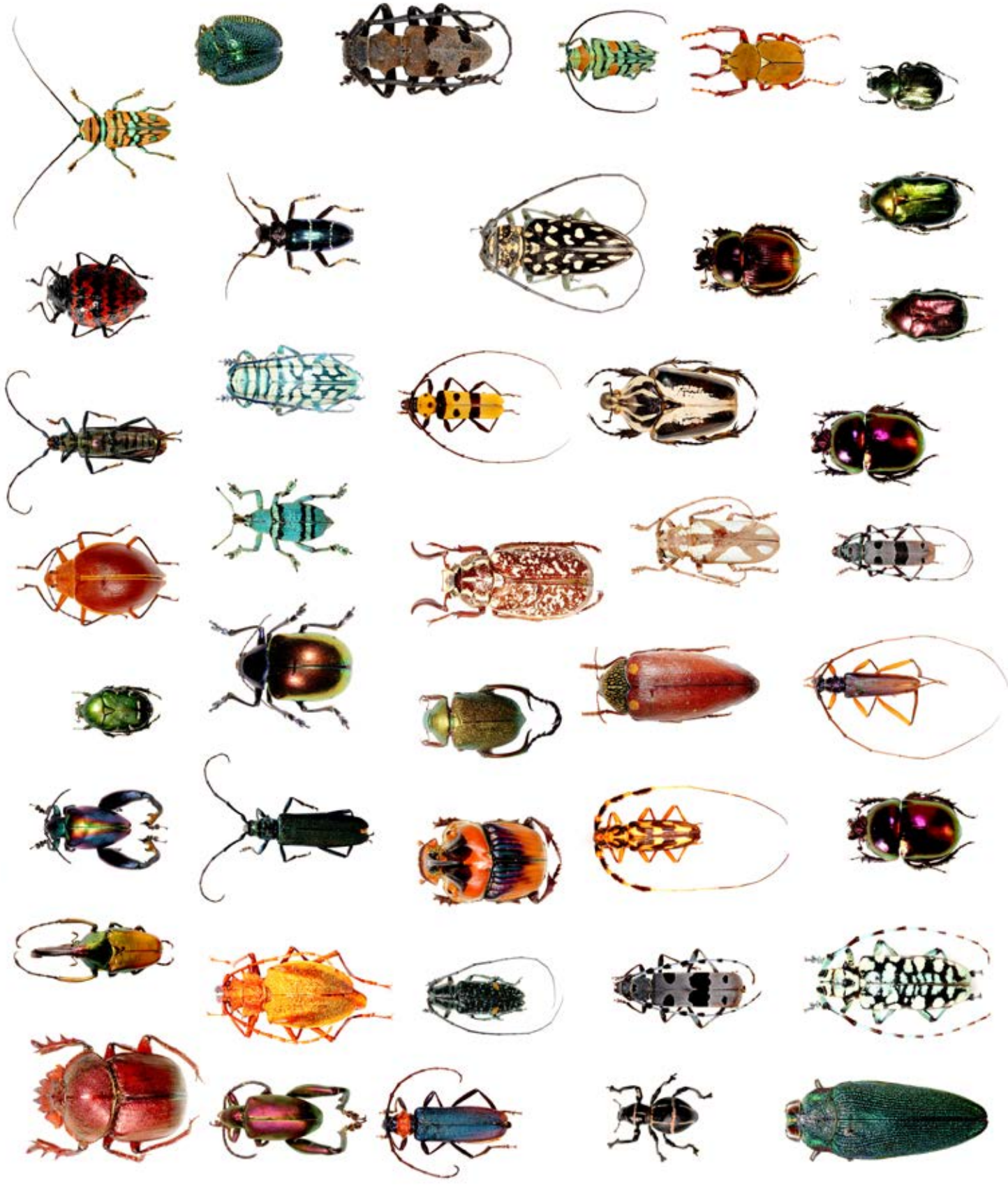
  
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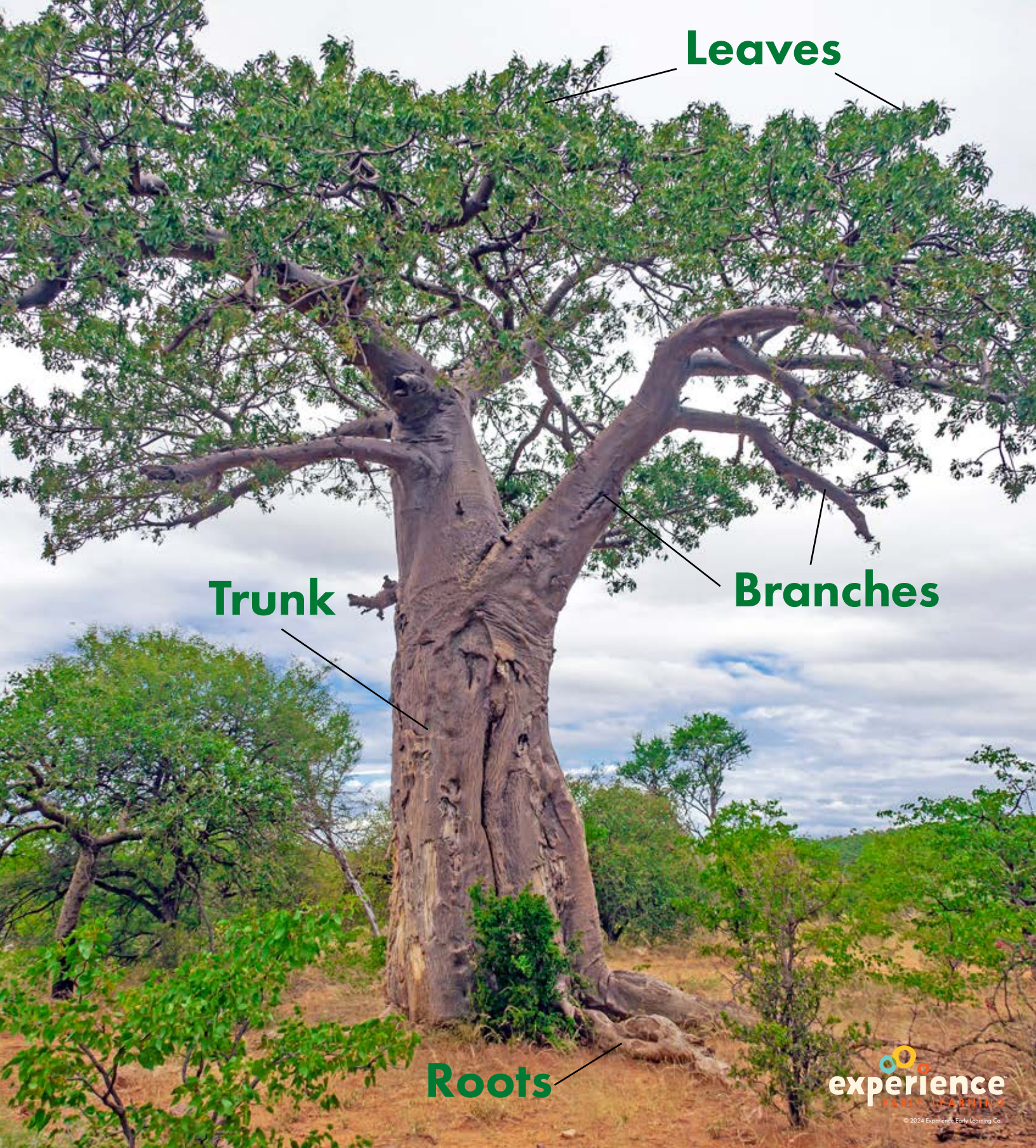
  
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# BEETLES







# Parts of a Tree