

eLearning STEAM

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Day 1 Science:

Kindergarten/first: [Sink or Float Worksheet](#)

Second-fifth: [Science Word Search](#)

Day 2 Technology:

Kindergarten-second: <https://beebot.terrapinlogo.com/>

Third-fifth: [KidloLand Coding School](#)

Day 3 Engineering:

Kindergarten-second: Design and build the tallest tower you can that can stand all by itself for 10 seconds.

Materials:

- Books
- Legos
- Cans
- Anything stackable!

Instructions:

1. Think like an engineer!
How can I make my tower tall but not fall over?
2. Stack paper, books, Legos, or cans to build your tower.
3. Test it!
Does it stand for 10 seconds?
4. Try again and improve your design.

Think & Reflect:

1. What part of your tower helped it stay up?
2. What did you change after it fell?
3. Would a wider base or taller pieces work better?

Third-fifth: using the Engineering and Design Process, build a bridge made only of paper and tape that can hold as much weight as possible.

Materials:

- Paper (printer paper, newspaper, or scrap)

- Tape
- Two books or boxes (to act as riverbanks)
- Coins, washers, or small toys (for testing weight)

Instructions:

1. Plan your bridge
 - a. Draw a design.
 - b. Think: How will my bridge stay strong without bending?
2. Build it
 - a. Use only paper and tape.
 - b. Place it between two books with a gap in between.
3. Test it
 - a. Add weight slowly to the center.
 - b. Count how many coins (or objects) it can hold.
4. Improve it
 - a. Change folds, layers, or shapes and test again.

Think & Reflect:

1. Which design held the most weight?
2. Why do folds or layers make paper stronger?
3. Where did the bridge start to bend or fail?

Day 4 Art:

Kindergarten-second: [How to Draw a Snowman](#) & [SNEEZY THE SNOWMAN](#)

Third-fifth: Create a complete picture without lifting your pencil from the paper.

Materials:

- Paper
- Pencil, marker, or crayon
- Optional: colored pencils or markers
- Timer (2 min)

Instructions:

1. Place your pencil on the paper & start the timer.
2. Draw a picture without lifting your pencil at all.
3. When finished, you may color it in.
4. Give your artwork a creative title!

Think Like an Artist:

1. What was tricky about not lifting your pencil?
2. How did you plan your drawing?
3. What shapes or lines did you use the most?

Day 5 Math:

Kindergarten: [2D & 3D shape sort](#)

First-second: [Math Games](#)

Third-fifth: Be the first to reach exactly 1000 points by rolling dice (or using a digital dice) and adding strategically. [Dice Roller](#)

Materials

- 2 dice or online dice roller
- Paper & pencil
- Optional: chart for tracking scores

Instructions:

1. Each player starts with 0 points.
2. Take turns rolling 2 dice.
3. You can choose to combine the dice as separate numbers or make a two-digit number.
4. Example: Roll a 3 and a 5 → add $3 + 5 = 8$ or 35 to your score.
5. Keep a running total.
6. The first player to reach exactly 1000 points wins!
7. If you go over 1000, your turn is skipped.