



education™

STEAM Park Carnival

A LEGO® Education Program
Introductory STEAM Program

STEAM Park Carnival – Showtime!

LEGO® Education STEAM Park Introductory STEAM Program

Program Overview:

5 days

3 hours per day

Early Childhood STEAM Park Program

This 5-day STEAM program is based around people, animals, and food you might find when visiting a carnival. Each day, students will explore one aspect of the week's theme, incorporating STEAM focused hands-on activities to promote 21st century skills as well as art, music, literacy and physical activity. Daily challenges will help students develop skills and knowledge to complete the culminating project, to work together to create a show for visitors to see at the STEAM Park Carnival.

Program at a Glance		
Day 1	Welcome to the Carnival <ul style="list-style-type: none">• What is a STEAM Park Carnival• Who can I find at the carnival?	<ul style="list-style-type: none">• Students are introduced to this week's theme and the LEGO® Education STEAM Park set.• Students are introduced to Mr. Parker, the STEAM Park manager, and his friends. They learn about the problem Mr. Parker has regarding the STEAM Park Carnival and begin to work together to help him.
Day 2	Let's Eat <ul style="list-style-type: none">• What kind of food do you eat at a carnival?• How can I use my senses to describe different foods?	<ul style="list-style-type: none">• Students will investigate different types of food and the places people eat at a carnival.• They will learn about the 5 senses and build a place for people visiting the STEAM Park to eat.
Day 3	On Stage <ul style="list-style-type: none">• What types of entertainment are found at a carnival?	<ul style="list-style-type: none">• Students will learn about different types of performances visitors watch at a carnival.• They will create musical instruments and a performance to

	<ul style="list-style-type: none"> • What special skills do performers have? • What materials make sounds for a carnival performance? 	include in a show!
Day 4	All About Animals <ul style="list-style-type: none"> • What animals are found at a carnival? • What do animals need to be happy and healthy? • How do animals stay safe at night and in bad weather? 	<ul style="list-style-type: none"> • Students will learn about animals at a carnival, investigate the needs of an animal and build a shelter to protect an animal from the weather and provide a place for the animal to sleep.
Day 5	The Show <ul style="list-style-type: none"> • How can we use STEAM to put on a show? 	<ul style="list-style-type: none"> • Students will work together to create a STEAM Park Carnival Show. • Groups will choose and build either a place to eat, a performance, or animals and a shelter for visitors.

Prior to First Day of Program:

1. Organize STEAM Park sets in large bins.
2. Determine a naming convention for each set of STEAM Park bins. You could use colors, shapes or a familiar image so students can easily locate their set. Students will work in teams, so the naming convention you select could also serve as the team name for the group.
3. Gather any consumable materials needed for the week.
4. Locate books or other types of media to use to support the daily themes for the program.
5. Determine procedures for getting out STEAM Park sets, working collaboratively and cleaning up each day.
6. Create student journals for students to use during the week. You can use plain paper or story paper (place for student drawing and lines for writing). Place a construction paper cover on the front and back. Students will be designing the front of their journals. If you know student names, write the name of the students on each journal.
7. Prepare the Six-Bricks sets. When Six Bricks is mentioned in the activities, it refers to a set of six 2 X 4 (two studs by four studs) LEGO® DUPLO bricks. (Each set has one 2 X 4 of each color – red, orange, blue, green, lime green, yellow.) Each set of six bricks are built identically, so they can be used for a variety of activities. Six of the Six-Brick sets can be created from one box of LEGO® Education Creative DUPLO sets. Build sets of Six Bricks prior to the first day. Extra DUPLO pieces can be used as additional pieces for other building activities during the week.

Ideas for before and after program attendees

Place a pile of LEGO® DUPLO bricks in an area for

- Sorting
- Free building
- Building letters
- Counting and grouping
- Building stories
- Building tall structures
- Making patterns

STEAM Park Carnival: Showtime

Day 1

Welcome to the Carnival

Students are introduced to this week's theme and the LEGO® Education STEAM Park set.

Students are introduced to Mr. Parker, the STEAM Park manager and his friends. They learn about the problem Mr. Parker regarding the STEAM Park Carnival and begin to work together to help him.

Big Questions:

What is a STEAM Park Carnival?

Who can I find at the carnival?

Materials needed for the day:

- LEGO® Education STEAM Park set
- Six-Brick sets Or LEGO® DUPLO bricks
- Books about fairs or carnivals
- Chart paper
- Student journals (could be paper stapled together with students creating the outside of the journal using construction paper and other consumable materials). Example journal page is included at the end of Day 1 lesson plan.
- Various age appropriate craft materials
 - Crayons
 - Child safe markers
 - Paper plates
 - Pom poms
 - Glue sticks
 - Construction paper
 - Scissors
 - Big googly eyes
 - Yarn

Day 1: Outline for the day

	Task	Time	Materials
Welcome (30 min)	Program Rules and Expectations	5 min	<ul style="list-style-type: none"> • Chart paper • Markers
	All About Me	15 min	<ul style="list-style-type: none"> • Paper • Markers • Construction paper • Scissors • Glue sticks
	Wonderings	5 min	<ul style="list-style-type: none"> • Chart paper • Markers
	Important message from the STEAM Park Manager	5 min	<ul style="list-style-type: none"> • None
Let's work together!	Tallest Tower	10 min	<ul style="list-style-type: none"> • Six-Brick sets Or <ul style="list-style-type: none"> • LEGO® DUPLO bricks
	Clean Up	3 min	
Circle Time: Stories and Songs	Book or Story about carnivals	10 min	<ul style="list-style-type: none"> • Book about a carnival or fair
	Songs about carnivals	5 min	<ul style="list-style-type: none"> • Song about a carnival or fair
Let's Build STEAM Activity 1	Functional Elements	20 min	<ul style="list-style-type: none"> • LEGO® Education STEAM Park set
	Clean Up	3 min	
Break	Snack and Restroom	20 min	<ul style="list-style-type: none"> • Snack
Let's Move	Brickercise	15 min	<ul style="list-style-type: none"> • Six-Brick sets • Or LEGO® DUPLO bricks
	Clean Up	3 min	
Let's Create	Clown Faces	15 min	<ul style="list-style-type: none"> • Paper plates • Pom poms • Glue sticks • Markers • Construction paper • Scissors • Big googly eyes • Yarn • Other age appropriate craft materials
	Clean Up	3 min	
Let's Build STEAM Activity 2	Welcome to STEAM Park	30 min	<ul style="list-style-type: none"> • LEGO® Education STEAM Park set
	Clean Up	3 min	
Let's Celebrate the Day!	Student journals	10 min	<ul style="list-style-type: none"> • Teacher created student journals

Welcome

Welcome students to the first day. Let them know you are excited they are here and you know that they will have so much fun this week. Because we are going to be working a lot together every day, it would be fun to get to know each student. Introduce the All About Me activity.

All About Me

Time: 15 minutes

Materials:

- Paper
- Markers
- Construction paper
- Scissors
- Glue stick

Ask students to create a minifig of themselves to share with each other. Encourage students to share characteristics about themselves to their peers. Students can draw their own minifig or you can find several versions on a quick internet search for students to use.

Program Rules and Expectations

Time: 5 minutes

Materials:

- Chart paper
- Markers

Using a piece of chart paper, establish or share group rules and expectations for the week as a class. You can have students sign the chart paper with their name, the first letter of their name (if able), or a sticker.

Wonderings

Time: 5 minutes

Materials:

- Chart paper
- Markers

Questions to ask:

- What do you know about carnivals?
- What do you think you might see at a carnival?
- Who might you see at the carnival?
 - Clowns
 - People who sell food
 - People who work the rides
 - People who play games
 - People who might help with animals
 - Entertainers
 - Performers
 - Visitors

Introduce Mr. Parker, the manager at the STEAM Park Carnival. Let the students know that they will learn more about Mr. Parker and the rest of the STEAM Park friends in a little bit, but first, Mr. Parker has an important message for the group.

Important Message from the Park Manager

Time: 5 minutes

Materials: None

Hello friends! I am going to need lots of help from you this week. At the STEAM Park, we like to work together to solve problems and learn from each other. What do you think it looks like when we work together? What do you think it sounds like when we work together? What are some things you can do to be a good friend to your group?

Every day, we are going to work on an activity that will help us get better at working together. Are you ready for today's challenge? Today, your teacher is going to put you in groups and your job is to build the tallest tower you can using LEGO® DUPLO blocks.

Let's Work Together: Tallest Tower

Time: 15 minutes

Materials:

- Six-Brick sets or loose LEGO bricks

Explain to students that working together is an important skill and just like other skills, we can practice it to get better and better.

Build the Tallest Tower

Have students work in pairs or very small groups. Give each student a set of six bricks. If you are not using six bricks, make sure each pair or group has the same bricks or give a constraint of using a specific number of bricks. Challenge students to build the tallest tower they can within 5 minutes. At the end of the 5 minutes, work together to count the height of each tower using either bricks or studs as measurement. Then, encourage students to reflect on:

- What part was hard for you?
- What part was easy for you?
- What did you do if you felt like giving up?
- How did you work together?
- If you were build the tower again, would you build it differently?

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again for another fun activity in a little bit. Have students put the bricks back together in the six brick formations or clean up LEGO® DUPLO bricks used and put them away.

Circle Time: Stories and Songs

Time: 15 minutes

Materials: Books and songs about carnivals

Read a book about a carnival to students.
Sing a song about carnivals.

Let's Build: STEAM Activity 1 — Functional Elements

Time: 20 minutes

Materials:

- LEGO® Education STEAM Park set
- Inspirational photo

Getting Started: Functional Elements

The objective of this lesson is to familiarize students with the special elements in the STEAM Park set.

Materials:

- STEAM Park set (45024)
- [Inspiration Photo for Functional Elements](#)

Connect

- Ask the students to name some things in the room that have moving parts (e.g., toys or furniture with wheels, curtains or blinds, doors, and scissors).
- Explain that these things have a function or a job to do.
- Ask the students to identify the functions or jobs of the moving parts they have named.

Construct

Ask the students to explore all of the bricks and elements in the STEAM Park set. Encourage them to use their imaginations and creativity to find all of the pieces that can be put together to make a functional or moving part.

Consider asking questions like:

- What are the pieces called?
- What would happen if you put some of the pieces together?

Tip: The functional elements include: one turntable, the swing and its frame, two orange rockers, the gears, the winches with the string and hook, one cannon, two darts, the carts with wheels, two hinged bricks, and two flexible accordion elements.

Contemplate

Encourage the students to take turns showing and telling the group how each of the functional elements works.

Consider asking questions like:

- How could you use this part?
- Have you seen other parts that move like this one? Where have you seen them? What were they used for?

Continue

1. Explain that a machine is made up of parts that use energy to do work.

2. Ask the students to name some machines they have seen (e.g., vehicles, computers, lawnmowers, elevators, coffee makers, toasters, and bicycles).
3. Ask the students to use some of the functional elements to build a machine that has a special purpose.
4. Ask each child to show you how his or her machine works and to tell you what it does.

Did you notice?

Observing the following skills can help you monitor whether the students are developing the necessary competencies in science, technology, engineering, art, and math.

- Using technology such as simple gears and wheels in appropriate ways.
- Asking questions about science and technology related concepts.
- Experimenting/testing “what would happen if” questions.
- Observing and describing what happens.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again for another fun activity in a little bit! Have students clean up LEGO® DUPLO bricks used and put them away.

Break-Snack and Restroom

Time: 20 minutes

Materials:

- Snack

Provide students with a time to use the restroom, wash hands and eat a snack. Snacks could be circus, carnival, or fair themed.

Let's Move: Brickercise

Time: 15 minutes

Materials:

- Six-Bricks sets or LEGO® DUPLO Bricks

Note: The source for the activity is Care for Education: Six Bricks App

Directions:

Have students choose any two bricks; join them together so they are stacked one on top of the other.

Have students try:

- Balancing the bricks on their right foot and hold for five seconds; then try the left foot
- Grip the bricks between their knees and hop- move forward; backwards; forward
- Break the bricks apart, balance one on each shoulder as you move forward and backwards
- Think of other interesting ways to move with the bricks.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again for another fun activity. Have students put the bricks back together in the Six-Bricks sets or clean up LEGO® DUPLO bricks used and put them away.

Let's Create: Clown Faces

Time: 15 minutes

Materials:

- Paper plates
- Pom poms
- Glue sticks
- Markers
- Construction paper
- Scissors
- Big googly eyes
- Yarn
- Other age appropriate craft materials

Clowns are fun friends you find at a carnival. Have students create a clown face to decorate the room during the week. Students can use the paper plates for the head and face, then add other features found on a clown such as a hat, tie, and hair.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up! Place clown faces in a safe location to dry. Put craft materials away.

Let's Build-STEAM Activity 2- Welcome to STEAM Park

Time: 30 minutes

Materials:

- LEGO® Education STEAM Park set
- Inspiration cards (included in the STEAM Park set)
- [Inspiration photo for Welcome to STEAM Park](#)

Connect

1. Ask the students if they have ever been to an amusement park or a carnival.
2. Discuss the things that you can see and do at an amusement park or carnival.
3. Show the students the photo of the STEAM Park characters, and tell them that you are going to read a story about these characters who take care of a special place called STEAM Park.
4. Read the following story aloud:
STEAM Park is a place where students and adults have great adventures. They play games, go on rides, watch interesting shows, and eat tasty foods. Parker, the park manager, wants all of the visitors to have a fun time.

Making sure this special park is running well takes a lot of work. Fortunately, Parker has some good friends to help him.

Parker is very good at fixing the rides and building new attractions for the park guests. He often asks his close friends Ms. Engels and her grandson Arty for help. Arty has three friends who also like to help.

Ms. Engels is a kind person who likes to make sure everyone is safe. She loves to spend time with her grandson Arty and his friends.

Arty enjoys creating and performing. He and his friends have many interesting ideas for how to make STEAM Park beautiful and entertaining.

Arty's friend Sienna is curious and likes to experiment with ways of making faster and more exciting rides in the park. And his friend Teresa collects materials to build machines for different purposes, she is great at problem-solving.

Matt has a lot of energy and wants to be involved in every activity. Sometimes he tries to take over what others are doing, but his friends help him be part of the team.

5. Hold Parker up to your ear and pretend he is telling you something. Say aloud:
Parker needs their help. A terrible storm has knocked down all of the rides, games, and food stands in STEAM Park. Parker needs your help to rebuild it all. Are you willing to help?

Construct

Give each child one of the in-box building inspiration cards and ask him or her to build the model shown. The side with the green border shows an easier model and the side with the blue border shows a more difficult model.

Tip: Save time by helping students sort the bricks for each model.

Contemplate

Ask the students to take turns telling about the models they have built.

Consider asking questions like:

- What do you call the model you have built?
- What do people do when they visit the place you have built?
- What could you do to make it more fun for visitors?

Continue

Ask the students to improve the places they have built or to add new places to the park. Encourage them to role-play with the figures.

Consider asking questions like:

- What is your favorite place in the park?
- What could you add to give guests a better experience?

Did you notice?

Observing the following skills can help you monitor whether the students are developing the necessary competencies in science, technology, engineering, art, and math.

- Using technology such as simple gears and wheels in appropriate ways.
- Observing and describing what happens.
- Role-playing using figure.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again for another fun activity. Have students put the bricks back together in the six brick formations or clean up LEGO® DUPLO bricks used and put them away.

Let's Celebrate the Day!

Time: 10 minutes

Materials:

- Student journals
- Crayons
- Markers
- Pencils

Have students draw a picture in their journal and include a word or two, if able, that shows their favorite moment from today.

Journal Page
Draw

Write

STEAM Park Carnival: Showtime!

Day 2

Let's Eat!

Big Questions:

- What kind of food do you eat at a carnival?
- How can I use my senses to describe different foods?

Materials:

- LEGO® Education Creative Duplo Bricks
- LEGO® Education STEAM Park set
- Picture or actual food you might find at a carnival
- Group Rule Chart
- Student journals
- Chart paper
- Markers
- Bricktionary cards
- Book or story about carnival food
- Songs about carnival food
- Brown lunch bags
- An object students can smell
- An object students can feel
- An object students can hear
- Dance music
- Copies of food holders (see lesson plan)
- Small coffee filters
- Cotton balls
- Glue sticks
- Popsicle sticks
- Construction paper
- Scissors
- Other age appropriate craft materials

Day 2: Outline for the Day

	Task	Time	Materials
Welcome	Welcome and Theme Guessing	5 min	<ul style="list-style-type: none"> Picture or actual food you might find at a carnival
	Program Rules and Expectations	5 min	<ul style="list-style-type: none"> Group Rules Chart from Day 1
	Let's Share	10 min	<ul style="list-style-type: none"> Student journals
	Important message from the STEAM Park Manager	5 min	<ul style="list-style-type: none"> None
	Wonderings	5 min	<ul style="list-style-type: none"> Chart paper Markers
Let's work together!	Bricktionary	10 min	<ul style="list-style-type: none"> LEGO Creative Duplo Bricks Bricktionary cards
	Clean Up	3 min	
Circle Time: Stories and Songs	Book or story about carnival food	10 min	<ul style="list-style-type: none"> Book or story about carnival food
	Songs about carnival food	5 min	<ul style="list-style-type: none"> Songs about carnival food
Let's Build STEAM Activity 1	My Senses	25 min	<ul style="list-style-type: none"> Different LEGO DUPLO elements Brown lunch bags An object students can smell An object students can feel An object students can hear
	Clean Up	3 min	
Break	Snack and Restroom	20 min	<ul style="list-style-type: none"> Snack
Let's Move	Popcorn Dancing	15 min	<ul style="list-style-type: none"> Dance music
Let's Create	Popcorn, Cotton Candy, Ice Cream or Candy Apples	15 min	<ul style="list-style-type: none"> Copies of food holders (see lesson plan) Small coffee filters Cotton balls Glue sticks Popsicle sticks Markers Construction paper Scissors Other age appropriate craft materials
	Clean Up	5 min	
Let's Build STEAM Activity 2	Places to Eat	25 min	<ul style="list-style-type: none"> LEGO® Education STEAM Park Other age appropriate craft materials
	Clean Up	3 min	
Let's Celebrate the Day	Student journals	10 min	<ul style="list-style-type: none"> Student journals

STEAM Park Carnival: Showtime!

Day 2

All About Food!

Welcome

Time: 5 minutes

Materials:

- Food that you might find at a carnival (picture or actual food)

Welcome students back for the second day! Show students the food item you have brought. Have them predict what you will be learning all about today at camp.

Review Group Rules Chart

Time: 5 minutes

Materials:

- Group Rules Chart

Quickly review the group rules and expectations created on Day 1 by the students.

Highlight positive moments (times when students helped each other, asking great questions, teamwork, helping to clean up...).

Let's Share!

Time: 10 minutes

Materials:

- Student journals

Have students take a minute to look at their journals from the previous day. Have students share their favorite moments from the previous day with a partner.

Important Message from the Park Manager

Time: 5 minutes

Materials: None

Hello friends! Welcome back to the STEAM Park carnival. Yesterday, I shared with you that I'm working to rebuild STEAM Park and need your help. Today we are going to learn all about the different foods you might find at a carnival. You will need to use your senses. Have fun learning today and thanks so much for your help.

Explain to students that today we are going to learn about food at carnivals. We will be reading about food, using our senses, and then building a pretend food booth for the carnival.

Wonderings

Time: 5 minutes

Materials:

- Chart paper
- Markers

What do you know about food at carnivals? What are you wondering? Write down or draw pictures of what students know or are wondering about on the chart paper.

Let's Work Together: Bricktionary

Time: 15 minutes

Materials:

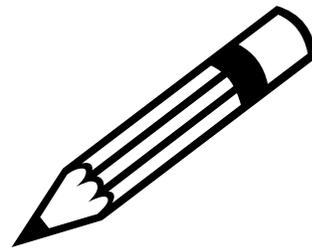
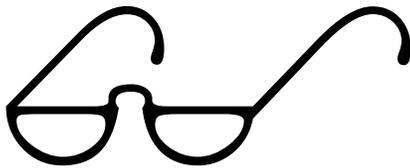
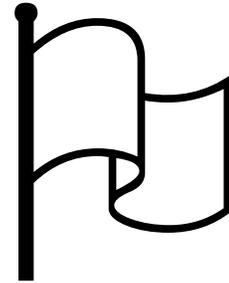
- Loose LEGO® DUPLO bricks
- Cards with objects to build

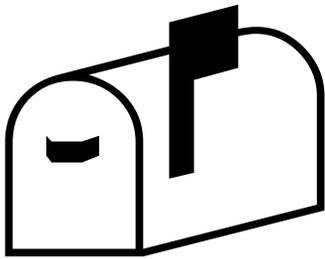
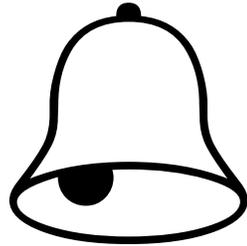
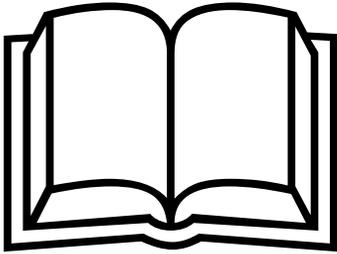
Place students in groups of 4-5 for team building activity- Bricktionary.

Bricktionary

Have students play one round of Bricktionary. Similar to Pictionary™, students will draw a card from the stack without showing the word to their teammates. Then using bricks, students will build the object while teammates try to guess what it is. The game is over when everyone has had a turn.

Bricktionary Cards





Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again for another fun activity. Have students put the bricks in the Six-Brick sets or clean up LEGO® DUPLO bricks used and put them away.

Circle Time: Stories and Songs

Time: 15 minutes

Materials:

- Books and songs about carnivals

Read a book about a carnival food to students.

Sing a song about carnival food.

Let's Build: STEAM Activity 1 — My Senses

Time: 20 minutes

Materials:

- Different DUPLO elements
- Several small opaque bags like brown lunch bags
- An object students can smell
- An object students can feel
- An object students can hear

Connect

Begin this activity by discussing the five senses with students. Have them identify how they see, hear, taste, smell, and touch.

Consider asking questions like:

- With your eyes closed, how do you know I am standing next to you?
- What senses can you use to know what something is, even if you cannot see it?
- What food do you think you might smell at a carnival, even without seeing it?

Construct

Ask students to explore other ways they can get information about an object without being able to see the object. One by one, hold up different objects and have a student volunteer or several students close their eyes and smell, touch, or listen to each item. Encourage students to use descriptive words to talk about what they are experiencing.

Place a variety of different DUPLO® elements into opaque bags with one element in each bag. Have students reach into each bag and use descriptive words to talk about what they feel.

Consider asking questions like:

- What does it feel like?
- Is it hard or soft?
- Is it square or round?

- Does it have corners?
- How big is it?

Contemplate

Do you think we can make popcorn dance? What do you think it will sound like? Smell like? Feel like?

Continue

Science experiment: Dancing Popcorn

Materials:

- A clear plastic cup or jar
- Water
- Vinegar
- Measuring cup
- Measuring spoons
- Baking soda
- Spoon or straw to stir

Directions for conducting experiment can be easily found online with a quick search for “Dancing Popcorn Experiment.”

Break

Time: 20 minutes

Materials:

- Snack

Provide students with a time to use the restroom, wash hands, and eat a snack. Snacks could be circus, carnival, or fair themed.

Let’s Move: Popcorn Dancing

Time: 15 minutes

Materials:

- Upbeat Music

Directions:

Ask students to think about how popcorn dances. Have two or three students demonstrate how they think popcorn moves when it dances.

Tell students you are going to Popcorn Dance. The music will play. When you yell POP, students will pop like popcorn. When you yell SHAKE, students will shake like you are moving the pan. When you yell BUTTER, students move slow like butter dripping on the popcorn.

Let’s Create: Popcorn, Cotton Candy, Ice Cream or Candy Apples

Time: 15 minutes

Materials:

- Popcorn container outline
- Cotton Candy Cone outline
- Apple outline
- Ice Cream Cone outline
- Small coffee filters
- Cotton balls
- Glue sticks
- Popsicle sticks
- Markers
- Construction paper
- Scissors
- Other age appropriate craft materials

Let's make pretend food that we could find at the carnival. You can make popcorn, cotton candy, ice cream, or candy apples.

Popcorn

Students can color and/or cut out the popcorn container and glue it on a piece of construction paper. Use pom poms, cotton balls, or other materials to make popcorn.

Cotton Candy

Students can color the cone and/or cut it out and paste it to a piece of construction paper. Use pom poms, cotton balls, or other material to make cotton candy. Students might need to use an age appropriate marker to color the cotton balls.

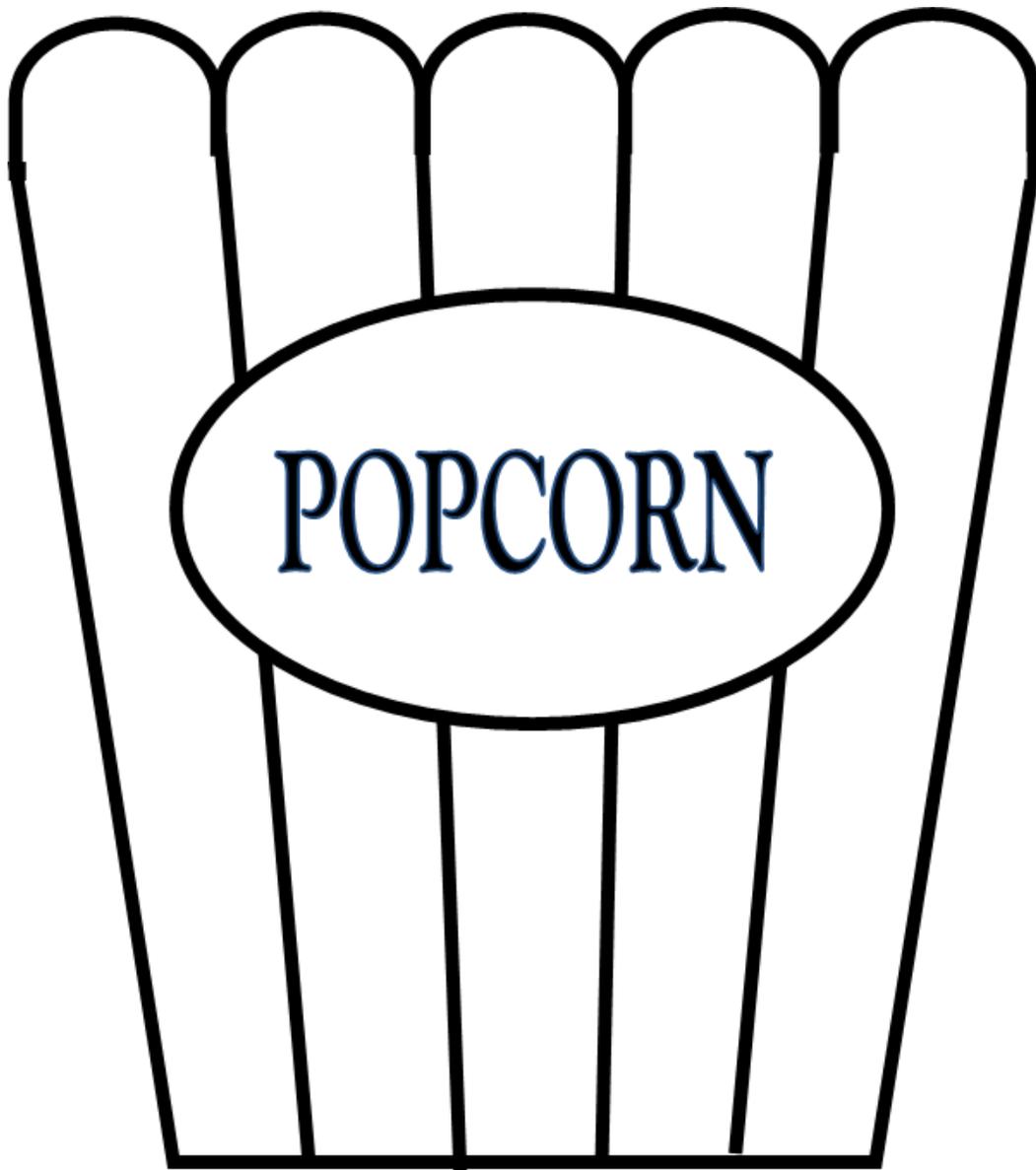
Ice Cream

Students can color the cone and/or cut it out and paste it to a piece of construction paper. Use yarn, small flattened coffee filters, or other material to make ice cream. Students might need to use an age appropriate marker to color the cotton balls.

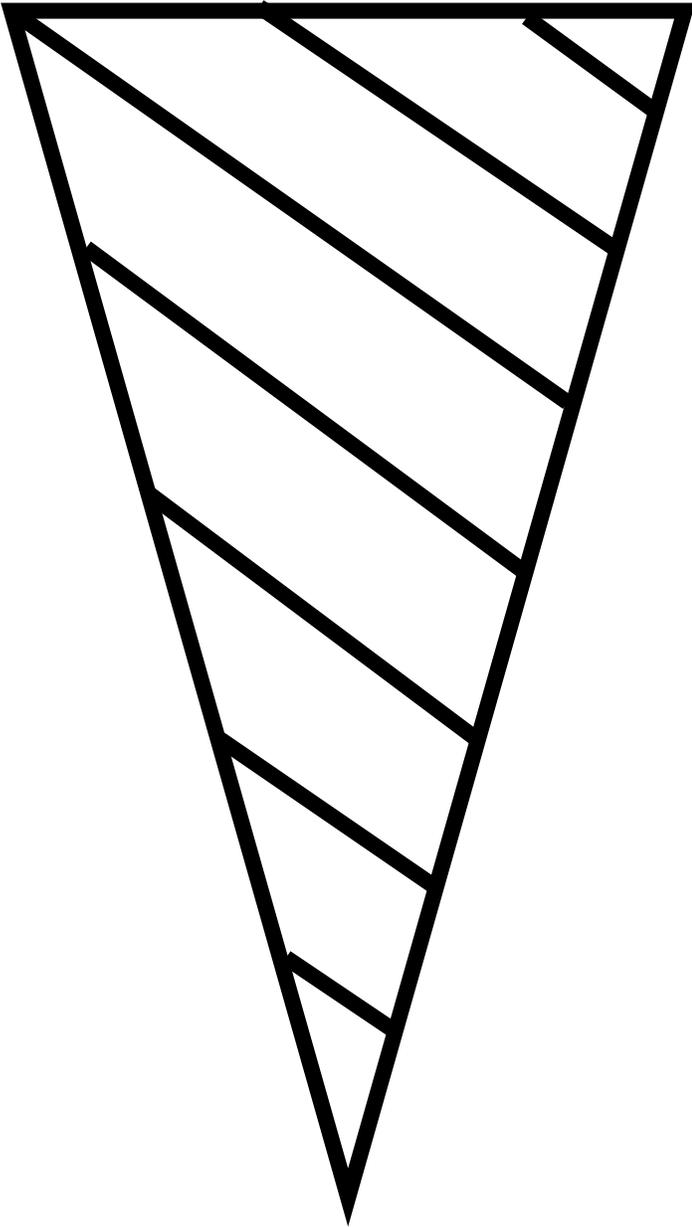
Candy Apples

Have students color and cut out the apple shapes or use construction paper to create their own. Use brown construction paper, yarn, or other material to create caramel. Glue apple to a popsicle stick.

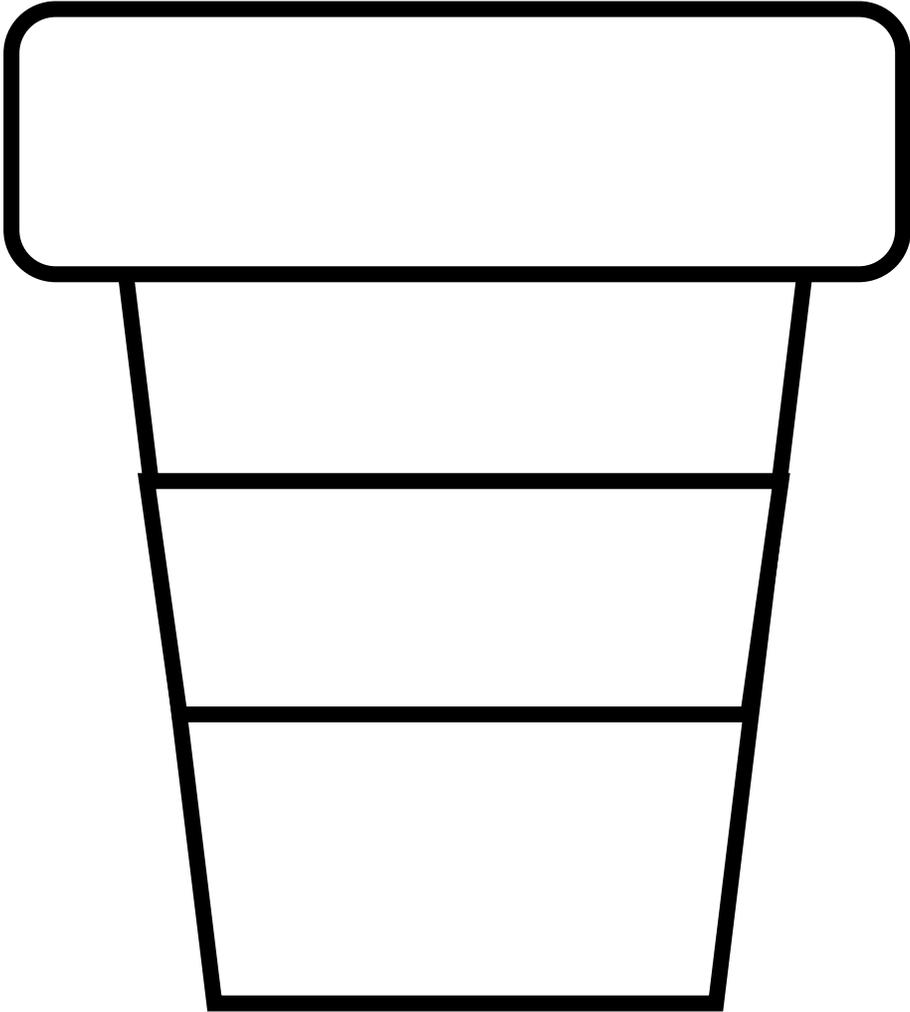
Let's Create: Popcorn



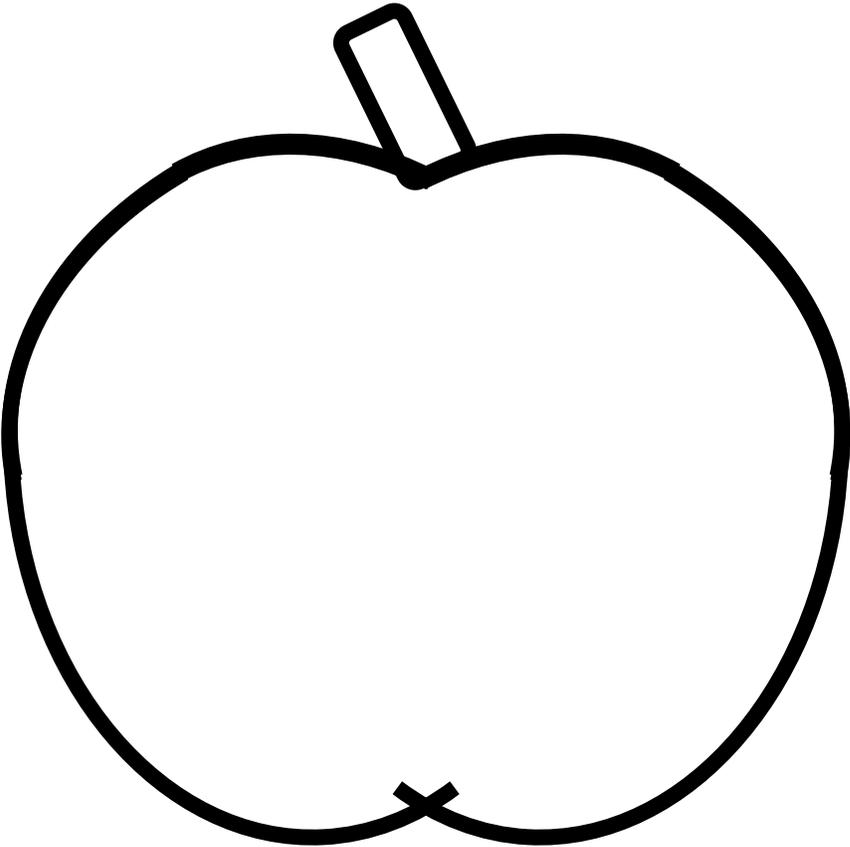
Let's Create: Cotton Candy



Let's Create: Ice Cream Cone



Let's Create: Candy Apples



Clean Up

Time: 5 minutes

Materials: None

Let's clean up! Place food crafts in a safe location to dry. Put craft materials away.

Let's Build-STEAM Activity 2 — Places to Eat

Time: 30 minutes

Materials:

- LEGO® Education STEAM Park set
- Other appropriate craft material

Connect

Tell the students they are going to build a place to eat at the carnival. Talk about different places to eat at a carnival (e.g., food booths, food trucks, food courts, etc.). Tell the students that a food truck park has different trucks that sell different types of food.

Show students the [inspiration photo](#) or photos of different places to eat at a carnival or fair.

Consider asking questions like:

- What kind of eating place is shown in the picture?
- Do you go out for a snack with your family? Where do you go? Which place is your favorite?
- What other eating places do you think might be at a carnival? Which eating places would you like to include in the STEAM Park Carnival?

Construct

1. Tell the students they are going to build a place to eat, it can be a building or a food truck.
2. Divide the students into pairs.
3. Ask the students to work together in their pairs to build a place that serves food. The place could serve the food they made for their craft activity.
4. Encourage students to add a moving feature to their place to eat.

Contemplate

Ask the students to present their models.

Consider asking questions like:

- Why did you choose to build that place?
- What can you eat there?
- What part moves? How does it move?

Continue

Talk about what the customer and server might say at the eating place. Ask the students to choose a LEGO® DUPLO figure and role-play in their pairs being a customer and a server at their eating place. Take pictures of the builds and use for the display on the day of the showcase.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again for another fun activity. Have students clean up LEGO® DUPLO bricks used and put them away.

Let's Celebrate the Day!

Time: 10 minutes

Materials:

- Student journals
- Markers
- Colored pencils
- Crayons

Have students write the first letter of a word that they feel reflects what they have learned today. Draw a picture to go with the letter. Encourage students to try and write the entire word if they can.

STEAM Park Carnival: Showtime!

Day 3

Students will create a short performance using their STEAM Park Carnival.

Big Questions:

- What types of entertainment are found at a carnival?
- What special skills do performers have?
- What materials make sounds for a carnival performance?

Materials:

- STEAM Park sets
- Six-Brick sets or create a set of bricks for each student (students need to have identical sets for activity)
- Picture of a circus performance
- Group Rule Chart
- Student journals
- Chart paper
- Markers
- Book or story about carnival performances
- Songs about carnival performances
- Various craft material that students can use to make one of the following:
 - Drum
 - Tambourine
 - Rain sticks
- Upbeat music
- Hula-hoops
- Masking tape
- Chairs
- Large boxes
- Pipe cleaners
- Paper
- Glue sticks
- String
- Straws
- Scissors
- Other craft materials (e.g., construction paper, feathers, tape)

Day 3: Outline for the day

	Task	Time	Materials
Welcome (30 min)	Welcome and Theme Guessing	5 min	<ul style="list-style-type: none"> • Picture of a circus performance
	Program Rules and Expectations	5 min	<ul style="list-style-type: none"> • Group Rule Chart
	Let's Share!	10 min	<ul style="list-style-type: none"> • Student journals
	Important message from the STEAM Park Manager	5 min	<ul style="list-style-type: none"> • None
	Wonderings	5 min	<ul style="list-style-type: none"> • Chart paper • Markers
Let's work together!	Back to Back	10 min	<ul style="list-style-type: none"> • Six-Brick sets or • Create a set of bricks for each student (students need to have identical sets for activity)
	Clean Up	3 min	
Circle Time: Stories and Songs	Book or Story about Carnival Performances	10 min	<ul style="list-style-type: none"> • Book or story about carnival performances
	Songs about Carnival Performances	5 min	<ul style="list-style-type: none"> • Songs about carnival performances
Let's Build STEAM Activity 1	Musical Instruments	25 min	<ul style="list-style-type: none"> • Various craft material that students can use to make one of the following: <ul style="list-style-type: none"> ○ Drum ○ Tambourine ○ Rain sticks
	Clean Up	3 min	
Break	Snack and Restroom	20 min	<ul style="list-style-type: none"> • Snack
Let's Move	Obstacle Course	15 min	<ul style="list-style-type: none"> • Upbeat music • Hula-hoops • Masking tape • Chairs • Large boxes
Let's Create	Trapeze Artists	15 min	<ul style="list-style-type: none"> • Pipe cleaners • Paper • Glue sticks • Markers • String • Straws • Scissors
	Clean Up	3 min	
Let's Build STEAM Activity 2	Performing Acts	30 min	<ul style="list-style-type: none"> • STEAM Park set • Inspiration photo • Craft materials (e.g., construction paper, feathers, tape, pipe cleaners)
	Clean Up	3 min	

Let's Celebrate the Day!	Journals	10 min	<ul style="list-style-type: none"> • LEGO® DUPLO Bricks • Student journals
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Welcome

Time: 5 minutes

Materials:

- Picture or object that might be used for entertainment at a carnival.

Welcome students back for the third day. Show students the item you have brought. Have them predict what you will be learning all about today.

Review group rules and expectations

Time: 5 minutes

Materials:

- Group Rules Chart

Quickly review the group rules and expectations created on Day 1.

Highlight positive moments from Day 2 (times when students helped each other, asking great questions, teamwork, helping to clean up...)

Let's Share!

Time: 10 minutes

Materials:

- Student journals

Have students take a minute to look at their journals from the previous day. Have students share their word with a friend. Have one or two students share what their friend said with the class.

Important Message from the Park Manager

Time: 5 minutes

Materials: None

Hello friends! Welcome back to the STEAM Park carnival! Yesterday, you worked so hard to make places for people to eat. Do you remember what sense I might use to listen to popcorn popping? What sense would I use to figure out what kind of ice cream I might be eating?

Today we are going to learn all about performances at carnivals. Why do you think carnivals have performances? Have you been to a performance? What skills do you think performers need? I'm going to need your help to create a performance for our visitors to STEAM Park Carnival.

Explain to students that today we are going to learn about performances at carnivals. We will be reading about different kinds of performances, thinking about how they use their bodies to perform, and then creating a performance.

Wonderings

Time: 5 minutes

Materials:

- Chart paper
- Markers

What do you know about entertainers or performers? What are you wondering?

Write down or draw pictures of what students know or are wondering about on the chart paper.

Let's Work Together: Back to Back

Time: 15 minutes

Materials:

- Six-Brick sets or LEGO® DUPLO bricks

Back to Back

1. Model for students Back to Back.
 - Select one student to help.
 - Make sure you and your partner have the same three DUPLO bricks.
 - You and your partner are going to sit back to back.
 - Tell students you are going to put the three bricks together. (You can put them together anyway you want.)
 - You are going to give your partner directions to build the same thing. Your partner can't see what you have built, so you need to give really good directions so they can build the same thing.
 - When you are finished, turn around and see if you have the same model as your partner.
2. Now it is time for students to find a partner and try it.
 - Place students in pairs.
 - Give each pair of students the same three LEGO® DUPLO pieces (they need to be the same shape, size and color).
 - Have students sit back-to-back.
 - One student builds a model and explains to the other how to build it.
 - Once they have tried once, they should change roles and try again.

Tip: If students struggle with three bricks, start with two, and work up to three. If students are really successful with three bricks, challenge them to use four bricks!

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again. Have students put the bricks back together in the Six Brick set or clean up LEGO® DUPLO bricks used and put them away.

Circle Time: Stories and Songs

Time: 15 minutes

Materials:

- Books and songs about performances at carnivals

Read a book about a performance at a carnival to students.

Sing a song about carnival.

Let's Build: STEAM Activity 1- Musical Instruments

Time: 20 minutes

Materials:

- Various craft material that students can use to make one of the following:
 - Drum
 - Tambourine
 - Rain sticks

Connect:

Yesterday, we talked about different senses. What part of your body do you use to hear something?

When you see a performance at a carnival, what do you think you might hear?

Did you know we can use different materials to make sounds?

1. Model for students how to make a drumming sound.
2. Model for students how to make a jingle sound (with a tambourine).
3. Model for students how to make a rain sound (with a rain stick).

Construct:

Have students build one of the instruments.

Contemplate:

Consider asking questions like:

- What kind of sound does your instrument make?
- How does that kind of sound make you feel?
- How do you think you might move to that sound?

Continue:

Have students work in pairs or small groups to play their instruments together.

Note: You can find several ideas for creating musical instruments with preschool students through a quick internet search.

Break-Snack and Restroom

Time: 20 minutes

Materials:

- Snack

Provide students with a time to use the restroom, wash hands and eat a snack. Snacks could be circus, carnival, or fair themed.

Let's Move: Incredible Obstacle Course

Time: 15 minutes

Materials:

- Upbeat music
- Hula-hoops
- Masking tape
- Chairs
- Large boxes

Use various materials to create an obstacle course. Challenge students to complete the course. Think about different ways students can safely move around, under, over and through objects.

Obstacle course can be created inside or outside. Make sure the obstacle course is safe for students to move through.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the obstacle course so we can use the area for another fun project.

Let's Create: Trapeze Artist

Time: 15 minutes

Materials:

- Pipe cleaners
- Paper
- Glue sticks
- Markers
- String
- Straws
- Scissors

Trapeze artists are something you might see at a carnival. Let's make one.

Students can create a trapeze using pipe cleaners or yarn/straws.

Have students create a person to perform on the trapeze using a template.

You could also string yarn in the classroom to hang the trapeze artists from.

Note: you can easily locate different directions for this activity as well as a template for trapeze artists doing a quick internet search.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up! Place trapeze artists in a safe location to dry. Put craft materials away.

Let's Build-STEAM Activity 2- Creating a Performance Act

Time: 30 minutes

Materials:

- STEAM Park set
- [Inspiration photos for Performing Arts Lesson](#)
- Craft materials (e.g., construction paper, feathers, tape, pipe cleaners)

Connect

- Ask the students if they have seen a performance, such as a puppet show, concert, or gymnastic show, then ask if they have ever performed in a dance recital, play, or concert.
 - Discuss where these types of performances take place and ask the students to describe what they know about these places.
 - Talk about different kinds of music and dance that come from different parts of the world (e.g., the Dragon Dance is a traditional Chinese dance that is often performed during Chinese New Year celebrations).
 - Tell the students that you are going to read the beginning of a story about a group of people who are preparing STEAM Park for its daily visitors. You can show them the inspiration photo or use the figures to act out the scene.
- Read the following story aloud:

Parker, the park manager, wants to create a new show for visitors to enjoy. He asks his neighbor, Ms. Engels and her grandson Arty and Arty's friends – Sienna, Matt, and Teresa to help.

"Hello everyone, I need your help. Not very many people come to watch the show anymore. I want to create something very entertaining that'll attract a lot of visitors," Parker said.

"We could each use our special talents to create a variety show that would interest all of the visitors," Arty said.

"What's a variety show?" Matt asked.

“A variety show is a show that has a lot of different acts. For example, one act could include a song and dance, and another act could include some magic tricks,” Arty explained.

“I want to perform an animal trainer act! My cat can do a lot of tricks!” Sienna said.

“I’ll balance on a tightrope!” Teresa said.

“My uncle from Mexico showed me a video of a traditional mariachi song, and I’ll perform it in the show,” Matt said.

“This will be the best show ever!” Parker said.

Construct

Ask the students to build a stage or a set for a performance.

Consider asking questions like:

- What do your performers need in order to do their acts?
- What does your audience need in order to watch the show?

Contemplate

Ask the students to use the figures to act out a performance and have them take turns watching each other’s shows.

Tell the students there are different ways to respond to a performance and discuss the appropriate ways to respond.

Continue

Inspire the students with examples of different types of costumes, props, dance, music, and visual art from around the world.

Explain that these were created by people belonging to different cultures in other parts of the world.

Give the students craft materials and have them create backgrounds for the show and costumes for the characters (e.g., masks with feathers and glitter). Add music and lights and ask students to perform the shows again.

You can also have the students draw pictures or discuss the different shows they have watched during this lesson or outside of the classroom.

Did you notice?

Observing the following skills can help you monitor whether the students are developing the necessary competencies in science, technology, engineering, art, and math.

- Pretending that the figures are performing an art, such as dance, music, or drama
- Creating two- and three-dimensional art that expresses their ideas
- Responding to the art of others

Take pictures to share on the last day.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again. Have students put the bricks back together in the Six-Brick sets or clean up LEGO® DUPLO bricks used and put them away.

Let's Celebrate the Day!

Time: 10 minutes

Materials:

- LEGO® DUPLO Bricks
- Student journals
- Camera or something to take a picture

Have students use LEGO® bricks to build a model that represents one thing they learned today. Have students draw a sketch of the model in their journals. Have students take pictures of their models. Use pictures to create a collage for display for Day 5.

Note: You can leave the models intact for morning activity if it suits. Place a post it note on each model with the child's name for easy retrieval. If you do not keep the models intact, you can simply use student journal documentation or pictures.

STEAM Park Carnival: Showtime!

Day 4

All about Animals

Students will create an animal and an animal shelter for a carnival animal.

Big Questions:

- What animals are found at a carnival?
- What do animals need to be happy and healthy?
- How do animals stay safe at night and in different kinds of weather?

Materials needed for the day:

- LEGO® Education STEAM Park set
- Pictures of animals you might see at a fair or a carnival.
- Group Rule Chart
- Student journals
- Chart paper
- Markers
- LEGO® DUPLO bricks
- Book or story about carnival animals
- Songs about carnival food
- Snack
- Music
- Paper plates
- Scissors
- Glue sticks
- Light brown and yellow construction paper
- Crayons
- Other age appropriate craft materials

Day 4: Outline for the Day

	Task	Time	Materials
Welcome (30 min)	Welcome and Theme Guessing	5 min	<ul style="list-style-type: none"> • Pictures of animals you might see at a fair or a carnival.
	Program Rules and Expectations	5 min	<ul style="list-style-type: none"> • Rule chart from Day 1
	Let's Share!	10 min	<ul style="list-style-type: none"> • Student Journals
	Important message from the STEAM Park Manager	5 min	<ul style="list-style-type: none"> • none
	Wonderings	5 min	<ul style="list-style-type: none"> • Chart paper • Markers
Let's work together!	Create a Creature	10 min	<ul style="list-style-type: none"> • LEGO® DUPLO bricks
	Clean Up	3 min	
Circle Time: Stories and Songs	Book or story about carnival animals	10 min	<ul style="list-style-type: none"> • Book or story about carnival animals
	Songs about carnival food	5 min	<ul style="list-style-type: none"> • Songs about carnival food
Let's Build STEAM Activity 1	Animal Needs	25 min	<ul style="list-style-type: none"> • STEAM Park Set
	Clean Up	3 min	
Break	Snack and Restroom	20 min	<ul style="list-style-type: none"> • snack
Let's Move	Move Like an Animal	15 min	<ul style="list-style-type: none"> • Music
Let's Create	Lion Faces	15 min	<ul style="list-style-type: none"> • Paper plates • Scissors • Glue sticks • Markers • Light brown and yellow construction paper • Crayons • Other age appropriate craft materials
	cleanup	3 min	
Let's Build STEAM Activity 2	Animal Shelters	25 min	<ul style="list-style-type: none"> • LEGO® Education STEAM Park set • Inspiration photo • Age appropriate craft material
	Clean up	3 min	
Let's Celebrate the Day!	Journals	10 min	<ul style="list-style-type: none"> • Student Journals • Markers • Crayons

Welcome

Time: 5 minutes

Materials:

- Pictures of animals you might see at a fair or a carnival.

Welcome students back for the fourth day. Show students the picture you have brought. Have them predict what you will be learning all about today.

Review group rules and expectations

Time: 5 minutes

Materials:

- Group Rules Chart

Quickly review the group rules and expectations created on Day 1 by the students. Highlight positive moments from Day 3 (times when students helped each other, asking great questions, teamwork, helping to clean up...)

Let's Share!

Time: 10 minutes

Materials:

- Student journals

Have students take a minute to share their models from the end of Day 3 with a friend. Have one or two students share something nice that one of the other students did yesterday.

Important Message from the Park Manager

Time: 5 minutes

Materials: None

Hello friends! Welcome back to the STEAM Park carnival. Do you remember what we created yesterday? Did you know when people visit the STEAM Park carnival, they like to visit our animals? It is really important that we take good care of our animals at the STEAM Park carnival. What do you think animals need to be healthy? Today, I need you to learn about different animals and create a safe place for your animal to live at the STEAM Park Carnival.

Explain to students that today we are going to learn about animals at carnivals. We will be reading about animals, what they need and then build an animal shelter for the STEAM Park Carnival.

Wonderings

Time: 5 minutes

Materials:

- Chart paper
- Markers

What do you know about animals? What kinds of animals might you find at a carnival or fair? What do you think they need to be healthy? What are you wondering?

Write down or draw pictures of what students know or are wondering about on the chart paper.

Let's Work Together: Create a Creature

Time: 15 minutes

Materials: LEGO® DUPLO bricks

Create a Creature

Have each student create a LEGO® creature. Have them give their creature a name and a special characteristic. Have students share their creature with their partner. Have the pair create a short story that includes both creatures.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again. Have students put the bricks back together in the Six-Brick sets or clean up LEGO® DUPLO bricks used and put them away.

Circle Time: Stories and Songs

Time: 15 minutes

Materials:

- Books and songs about carnivals

Read a book about a carnival animals or animal needs to students.

Sing a song about animals.

Let's Build: STEAM Activity 1 — Animal Needs

Time: 20 minutes

Materials:

- STEAM Park Set

Prepare

Prior to the lesson, find a short video to show about different animals and where they live. You can also refer back to the story you shared earlier.

Connect

Ask the students if they can name something that people need to live.

Ask students what they think animals need to live.

Read a short story or watch a short video about animal needs.

Construct

Have students build an animal using LEGO® DUPLO blocks. Have students share ideas about what their animal needs to be healthy.

Contemplate

When the students have finished building, ask them to explain their animal models.

Consider asking questions like:

- Where does your animal live?
- What do you think your animal might eat?
- What other things do you think your animal needs?
- Is there part of something in your build that I can't see?

Continue

Have students share their model with a partner. Model for students how to have a conversation about the topic. Have students identify characteristics of their animals that are alike and different.

Take pictures of the student's animal creations.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again. Have students clean up LEGO® DUPLO bricks used and put them away.

Break-Snack and Restroom

Time: 20 minutes

Materials:

- Snack

Provide students with a time to use the restroom, wash hands and eat a snack. Snacks could be circus, carnival, or fair themed.

Let's Move: Move Like an Animal

Time: 15 minutes

Materials:

- Music with different tempos (you could use the classical music piece, Carnival of the Animals by Camille Saint-Saens)

Have students brainstorm and role play different kinds of animals. Give students a chance to move like the animal (swim like a fish, fly like a bird, crawl like a dog or a cat, etc.).

Play music and have students move like an animals. Have them listen to the music, think about an animal the music reminds them of and then move like that animal.

Let's Create: Lion Faces

Time: 15 minutes

Materials:

- Paper plates
- Scissors
- Glue sticks
- Markers
- Light brown and yellow construction paper
- Crayons
- Other age appropriate craft materials

We can find lots of different animals at a carnival. Let's make an animal face. What do you notice on the face of a lion?

Help students make a lion face.

Help students cut out the center of the paper plate so only the outer edge remains.

Cut strips of light brown and yellow construction paper and glue strips on the edge of the paper plate to resemble a lion's mane.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up. Place lion faces in a safe location to dry. Put craft materials away.

Let's Build-STEAM Activity 2 — Animal Shelters

Time: 30 minutes

Materials:

- LEGO® Education STEAM Park set
- [Inspiration photo](#)
- Age appropriate craft material

Let's make a safe animal shelter for our animals.

Connect

What are some things animal needs?

Animals at the STEAM Park Carnival need a safe place to sleep and a place to stay dry when it rains.

How do you think we can keep animals dry? How do you keep dry when it rains?

Construct

Have students choose an animal. It could be the animal they built earlier or it could be a different animal.

Have students work in pairs to create a place that shelters the animal from the rain and/or provides a safe place to sleep.

Contemplate

Consider asking questions like:

- Tell me about your animal shelter?
- What animal lives in the shelter?
- How does the shelter keep your animal dry when it rains?
- Where does your animal sleep?

Continue

Have students add elements to keep the animal dry or for the animal to sleep if they only completed one of the two tasks.

Have students share their animal shelters with each other. Be sure to take pictures.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again. Have students clean up LEGO® DUPLO bricks used and craft materials and put them away.

Let's Celebrate the Day!

Time: 10 minutes

Materials:

- Student journals
- Old magazines that can be cut up
- Colorful paper
- Markers
- Stickers
- Glue sticks

Ask students to create a "self-portrait" collage that only uses positive words about themselves. Have them include words related to positive contributions they can make to a team. Place collage in their student journals.

STEAM Park Carnival: Showtime!

Day 5

The Show

Students will create a show, using their characters and animals.

Big Question:

- How can we use STEAM to put on a show?

Materials:

- LEGO® Education STEAM Park set
- Pictures from the week
- Group Rule Chart
- Student journals
- Wonder charts
- Six-Brick sets or sets of identical bricks for students to use
- Craft materials (e.g. construction paper, feathers, tape, pipe cleaners)
- Snack
- Music
- Paper plates
- Popsicle sticks
- Tape
- Markers
- Crayons
- Construction paper
- Scissors
- Certificates

Day 5: Outline for the Day

	Task	Time	Materials
Welcome (30 min)	Welcome and Week Wrap Up	5 min	<ul style="list-style-type: none"> • Pictures from the week
	Program Rules and Expectations	5 min	<ul style="list-style-type: none"> • Group Rule Chart
	Let's Share!	10 min	<ul style="list-style-type: none"> • Student journals
	Important Message from the STEAM Park Manager	5 min	<ul style="list-style-type: none"> • None
	Wonderings	5 min	<ul style="list-style-type: none"> • Wonder charts from Days 1-4
Let's work together!	Play Now	10 min	<ul style="list-style-type: none"> • Six-Bricks sets or <ul style="list-style-type: none"> • Sets of identical bricks for students to use
	Clean Up	3 min	
Let's Build STEAM Activity 1	It's Showtime!	60 min	<ul style="list-style-type: none"> • LEGO® Education STEAM Park set • Craft materials (e.g. construction paper, feathers, tape, pipe cleaners)
	Clean Up	3 min	
Break	Snack and Restroom	20 min	<ul style="list-style-type: none"> • Snack
Let's Move	Freeze Dance	15 min	<ul style="list-style-type: none"> • Music
Let's Create	Happy Faces	15 min	<ul style="list-style-type: none"> • Paper plates • Popsicle sticks • Tape • Markers • Crayons • Construction paper • Scissors • Other age appropriate craft materials
	Cleanup	3 min	
Culminating Event Week 1	It's Showtime!	30 min	<ul style="list-style-type: none"> • Various pictures from the week • Crafts students created • STEAM Park showtime show created earlier in the day
	Clean Up	3 min	
Let's Celebrate the Week!	Certificates	10 min	<ul style="list-style-type: none"> • Certificates

Welcome**Time:** 5 minutes**Materials:**

- Pictures from the week.

Welcome students back for the last day of STEAM Park Showtime Program. Take a minute to share some of the pictures you have with students. Explain to students that today is Showtime. Provide students with a good overview of what the day will look like since it will be a little different from other days.

Review Group Rules Chart**Time:** 5 minutes**Materials:**

- Group Rules Chart

Quickly review the group rules and expectations created on Day 1 by the students.

Highlight positive moments from Day 4 (times when students helped each other, asking great questions, teamwork, helping to clean up...)

Let's Share!

Time: 10 minutes

Materials:

- Student journals

Have students take a minute to look at their journals from the previous day. Have students share their favorite moments from the previous day with a partner.

Important Message from the Park Manager

Time: 5 minutes

Materials: None

Hello friends! Welcome back to the STEAM Park carnival! You have learned so much this week! Do you remember on Day 3 when we created a show? We are going to work together today to create another show but add places for people to eat and animals for people to visit! You will need to work as one really big group to make sure we have all three part for our big event!

Explain to students that today we are going to put together everything they have learned this week.

Wonderings

Time: 5 minutes

Materials:

- Wondering charts from the week

Let's look at all the different things we have wondered about when thinking about different parts of a carnival. Are there things you are still wondering about? How could I learn more about the things I wonder about?

Let's Work Together: Play Now

Time: 15 minutes

Materials:

- Six Bricks sets or sets of identical bricks for students to use

Directions

1. In small groups, students sit at a table with their own bricks lying loose in their laps (hidden from view for the others).
2. When first child says 'Play Now!' all students show a brick.
3. If the brick has the same color as that of first child, you must hand over this brick to him or her.
4. Play two rounds for each child in the group.

Consider asking questions like:

- What other ways can you play this game?

Clean Up

Time: 3 minutes

Materials: None

Let's clean up the bricks so we can use them again. Have students put the bricks back together in the Six-Brick sets or clean up LEGO® DUPLO bricks used and put them away.

Let's Build-STEAM Activity: Showtime!

Time: 60 minutes

Materials:

- STEAM Park set
- Inspiration photo
- Craft materials (e.g. construction paper, feathers, tape, pipe cleaners)

Connect

Ask students to share all of the different things they have learned this week.

- What did we learn about food at the carnival?
- What did we learn about performers at the carnival?
- What did we learn about animals at the carnival?

Today we are going to put together all of the different things we have learned about.

Decide if your group wants to build:

- A place for visitors to eat when they come to the STEAM Park Carnival show. What food will you serve?
- Different animals and shelter for your animals
- A performance act! What will our visitors watch?

Make sure the STEAM Park has a stage and a place for visitors to sit and watch the show.

Construct

Have students work to build the different parts for the STEAM Park Showtime show. It is ok if they build something they have built earlier or build something new.

Contemplate

Ask students if there are parts they have forgotten to include. What else should we build?

Continue

Have student put their builds together. Where will the food be located? What about the animals? What acts will we perform at the show?

Place the STEAM Park show in a safe location in the classroom to share with visitors.

Break-Snack and Restroom

Time: 20 minutes

Materials:

- Snack

Provide students with a time to use the restroom, wash hands and eat a snack. Snacks could be circus, carnival, or fair themed.

Let's Move: Freeze Dance

Time: 15 minutes

Materials:

- Upbeat music

Explain to students that we will have visitors today. When there are more people in the room we need to listen extra carefully. What sense do we use when we listen? To practice listening, we are going to play Freeze Dance.

I'm going to play music, when you hear me say the word "Freeze" you need to stand very still in whatever position you are in. When I say "Dance", start dancing again. Let's take a minute to practice.

Model for students what to do.

Let's Create: Happy Faces

Time: 15 minutes

Materials:

- Paper plates
- Popsicle sticks
- Tape
- Markers
- Crayons
- Construction paper
- Scissors
- Other age appropriate craft materials

When our visitors come to the STEAM Park, they will be happy to eat yummy food, see happy animals and watch fun performances. Let's make some happy faces they can hold up to show their excitement.

How does your face look when you are happy?

Use the paper plate for the face. Have students decorate the face to be a happy face. Use tape to tape the paper plate to the popsicle stick so you can hold it up.

Clean Up

Time: 3 minutes

Materials: None

Let's clean up. Put craft materials away.

It's Showtime!

Time: 30 minutes

Materials:

- Various pictures from the week
- Crafts students created
- STEAM Park showtime show created earlier in the day

Invite visitors to come and see what you have learned. For extra fun, you could serve child friendly carnival snacks.

Clean Up

Time: 3 minutes

Materials: None

Now that are show is over, we need to clean up our materials. Let's put the bricks away and throw away any garbage in the room.

Send home any consumable student craft creations with students.

Let's Celebrate the Day!

Time: 10 minutes

Materials:

- Certificates

Have students share their favorite thing from STEAM Park Carnival Showtime program. Present students with a certificate of completion.