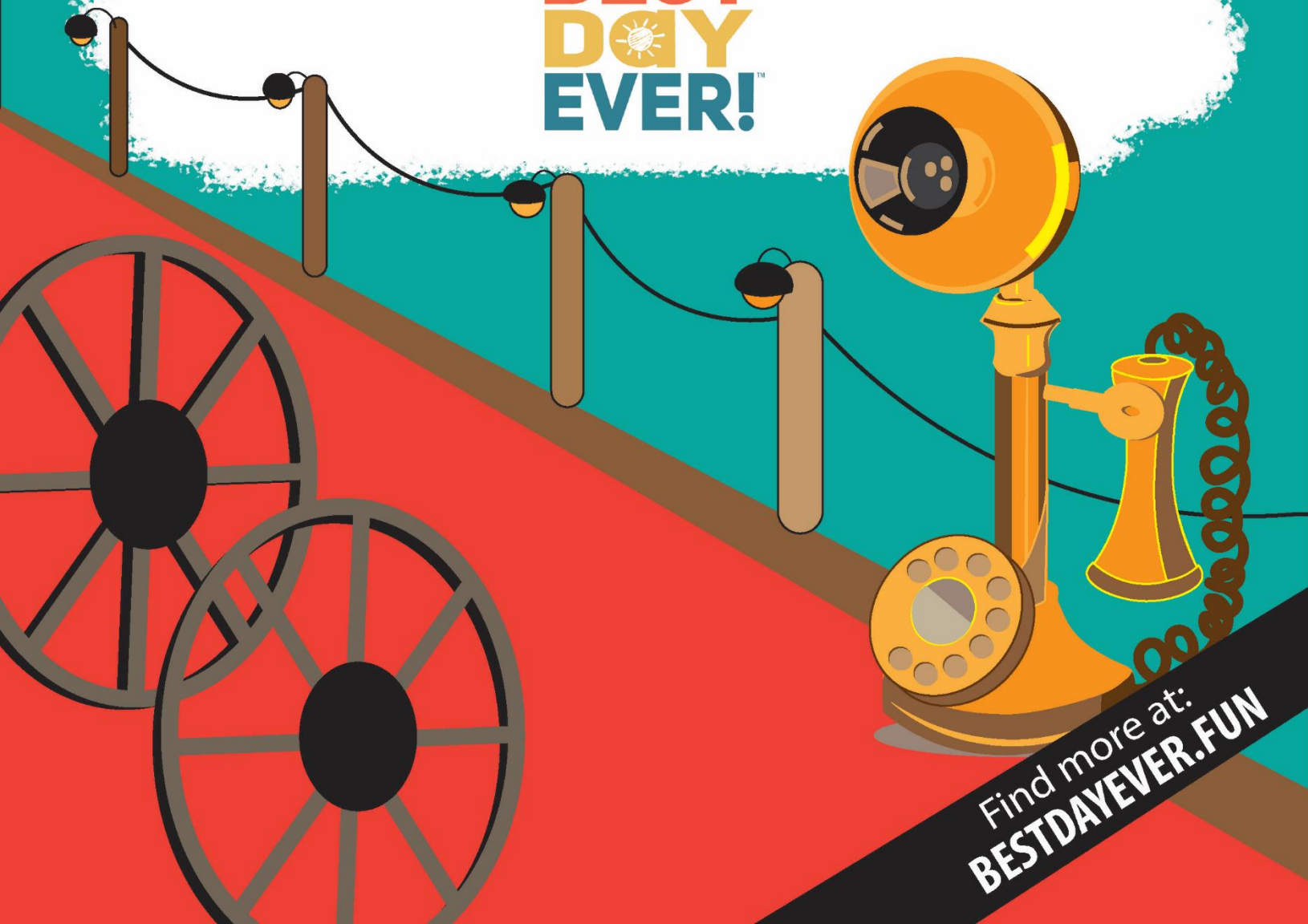


IMAGINATION JUNCTION

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KIDS' DAY OUT
SINGLE DAY LESSON PLAN FOR GRADES K-5

**BEST
DAY
EVER!**



Find more at:
BESTDAYEVER.FUN

Imagination Junction

Get ready to explore Inventions! Imagination Junction is an interactive school-age lesson plan that encourages children to construct knowledge through thoughtfully planned activities and active exploration of their environment. Children will learn about inventors and what they made! Children will even try their hands at inventing! While the lesson plan incorporates many different Pennsylvania Learning Standards, it focuses on the key learning area of “Social Studies Thinking”. Specifically, children will engage in learning activities that meet the PA Standard Areas: Science and Gross Motor Coordination.

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SINGLE DAY SCHEDULE

ACTIVITY/CONCENTRATION	DURATION/SCHEDULE
Arrival Activity (Early drop off): Puzzles/Games	As Needed
Ready Set Learn: Inventions	45 Minutes
Hands-On Activity: Electricity Game	45 Minutes
Snack	15 Minutes
Themed Activity: Phone Contest	30 Minutes
Hands-On Activity: Computer Coding	45 Minutes
Lunch	45 Minutes
Hands-On Activity: Transportation Game	30 Minutes
Social-Emotional Learning: Creative Motivation	45 Minutes
Hands-On Activity: The Future of Inventions	45 Minutes
Wrap Up	15 Minutes
Pick Up Activity (Late Pick Up): Puzzles/Games	As Needed

MATERIALS LIST

- Lined paper
- Pencils
- Timer
- Wire
- Tube
- Straws
- Funnels
- Cups
- Duct tape
- Prizes
- Scrap paper
- Colored Pencils
- Drawing paper
- Assortment of string
- Assortment of other various supplies of choice
- Small toy transportation vehicles (for use as boardgame markers)

SHOPPING LIST

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IMAGINATION JUNCTION

EARLY DROP-OFF



ACTIVITY/CONCENTRATION

ARRIVAL ACTIVITY

- Puzzles and games related to inventions



DURATION/SCHEDULE

3 hours – 6 to 9 a.m.



MATERIALS

- Variety of games and puzzles



LEARNER MODIFICATIONS



GOALS/OBJECTIVES

- Use play to practice new skills and knowledge
- Cooperate with peers during activities
- Coordinate eye and hand movements



STANDARDS

- AL.1 2.A
- AL.1 2.C
- 10.5 2.B



ACTIVITY/CONCENTRATION

READY SET LEARN: INVENTIONS

Explore what the children already know about inventions. Ask questions about the discussion topic. Which inventions come to mind? Make a list.

Let's talk about **electricity**!

- While Ben Franklin proved that static electricity was the same as lightning, it was Alessandro Volta who created the first battery. We call the power of electricity a "Volt" in his honor.
- The first arc lamp was created by Humphry Davy.
- The first electric motor was invented by Michael Faraday but later perfected for use in electrical appliances by Thomas Davenport.
- Georg Ohm developed a category for power, voltage, current, and resistance. Often people refer to the power of electricity as an "Ohm".
- All of these inventions took 70+ years to develop.

Imagine going without electricity for one full day. Would you be able to do it without complaining? Think about all that is powered by electricity.