

What is an Engineer / Tinkering

Opening Circle

Circle Supplies: sample pompom launchers; a few items for natural or invented sorting

Opening: Intro teachers. Rules: Make don't break, everyone gets to feel safe, everyone gets a turn- J

Engineers Only: do Natural vs. Invented (see below) - Cym

Song and Theme Intro: Engineers theme song, mixed in with theme discussion... Cym & Janelle

Theme: Use the pompom launcher challenge to illustrate the steps of the engineering process. What's an engineer? Why do they build? (See problem they want to fix. Think of something cool to have.) Talk about engineering process / Tinkering process – line it up to words of songs “challenge that I want to do” “brainstorm ideas from which to choose” “choose supplies that I can use” “build my innovation” “get more inspiration” “test, fix, tweak, test again” and share it. (aka Ask Questions, Imagine, Create (prototype, test, improve), Build)

Book: Learn How to build – Angela reads, Janelle comments. in building toys section: we leave materials at school, in temporary, -don't knock over other people's towers; in permanent: creation station and take home crafts, in tinkering talk about tinkering supplies and putting them away

Closing Circle

TINK Opening (ENG does journaling): Natural or invented - hold something up, ask if it's natural or made by a human. If it was invented - why? What problem were they trying to solve? (Things like pinecones, seashells, acorns, feathers, flowers, geodes, spoons, rubber balls, wood blocks, etc.) Cym

Book: TINK - Izzy Gizmo - Janelle; ENG Magnolia Mudd or Whoosh - Cym

Next Week: Wind and Flight

Closing Activity: Engineers theme chorus

Supplies

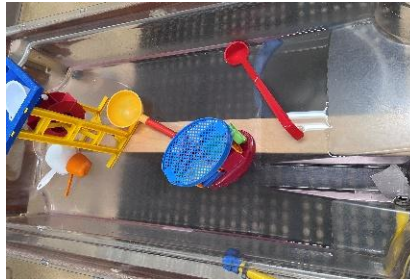
Teachers Bring: Janelle wind tube and air toobz; angela playdough, and optional items for airport pretend play (suitcases?); all TP rolls. Si – balloons

Classroom:

Sensory: pompoms, tongs; **ENG catapults** on lid



Water Table: water wheels and scoops



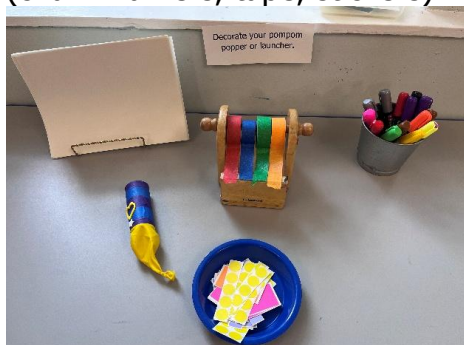
Challenge: pompom popper



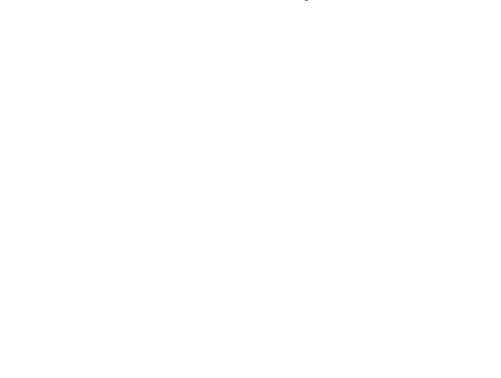
Take home: Pompom flipper (spoon and craft stick for Tink; Eng – add clothespin option)



Art Process: decorate your popper or flipper (chalk markers, tape, stickers)



Easel: weird tools to paint with



Playdough: garlic press, extruders, cutters



Creation Station: free collage



Electric: light table, wood blocks with translucent colors



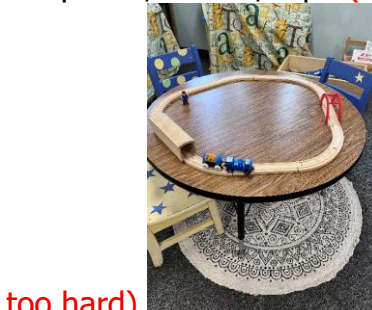
sorting natural from human-made



small catapults launching pompoms



TINK: train ENG: Pompom puffers – scissors, templates, straws, tape (note for '27 – may be



Hallway:

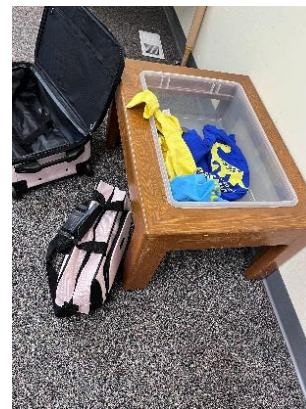
Building Toy: Tink Duplos, Eng Legos

Tinkering: Kodo ramps, props, balls; pikler frame



Gym (was Center Room):

Dramatic Play: airport pretend play; FP airplanes



Large Motor: wind tube with parachutes; ENG: can you make a pompom fly? (large pompoms, string, tape, snack boats...)



Gathering: Books, Puzzle

Loose Part Play / Reflections

Create temporary art. Arrange the items so they look interesting on the tray and in the picture. Then re-arrange them a new way!



Creation Station: Collage!

Pick a piece of cardboard.

Write your name on it.

Add glue. Add decorations.

When you're done, put it on the drying rack
or at your cubby.

If you want to keep it, remember to take it home!

Snack Table

Wash hands (or use hand sanitizer) before you eat.

When you're done eating: throw away your trash, put your containers in a cubby, and wash your hands.

Decorate your pompom popper or launcher.

Did we make a mistake on your name tag? Would you prefer a different name? Would you like a nametag for a different / additional adult?

Just tell Janelle!