

Wind and Flight

Charge airtoobz during set-up

Opening Circle

Supplies: balloon pump, a few items from sorting (e.g. feather, rock, wood block); tall skinny block.

Opening: Hello ____ clapped

Theme Intro: Can you see wind? Nope but you can feel it (blow balloon pump at them) and you can see it move objects - blow at something else. What kinds of things can you move with wind? What's harder to move around? If you change the shape of those objects, are they easier to blow? (Demo with feather and rock – discuss lightweight and heavy. Show block – it's medium weight – if you lay it flat, bellows won't move it, if you stand it up, they knock it over. Show that stronger winds can blow more objects around than weak winds.) So – can a brick fly? No? It's too heavy?? But can an airplane fly? Isn't an airplane heavier than a brick? Do you think the shape of something affects whether or not it can fly?

Song: Rhyme: The wind came out to play one day. // It swept the clouds out of the way. (Make sweeping motion with hands.) // It blew the leaves and away they flew. (Make fluttering motions with fingers.) // The trees bent low and their branches did too! (Lift arms high and lower them.) // The wind blew the great big ships at sea. (Repeat sweeping motion.) The wind blew the kite away from me! /

Book: I feel the wind – need a plastic bag to “catch air”. (Backups: How People Learned to Fly - Hodgkins. Skip page on drag, shorten lift page 23, gliders 25, engines 27. Or Planes Fly.)

Closing Circle

FIL Opening (DSL journals): What have you learned about what blows in the wind and what doesn't?

Book: Rosie Revere - Cym

Next Week: Engineering: Tall Buildings

Closing Activity: if short on time, just Engineers Song chorus. If we have time, game: “I’m going to name something. If it can fly, fly around the room like that thing flies. If it doesn’t fly, sit down.”

Dog, eagle, car, airplane, caterpillar, butterfly, bluebird, ostrich, cow, dragonfly, boat, flying fish....

Supplies

Check Inventory week before: streamers and skewers for kites, straws for gliders;

Print: templates for paper wind tube flyers and “bamboo spinners”

Teachers Bring: Janelle – ball levitator; Cym streamers; C&A balloon pumps

Classroom:

Sensory Bin: feathers, ribbons, and balloon pump 1&2



Water Table: sailboats, Boba straws and Sharpie on stool (they label straw, blow at boats)



Challenge: kite - (paper, streamers, skewer, string, tape, hole punch, strong scissors)



Take home: straw gliders / Zoomers. (need a volunteer here during Tink)



Easel: paint and prompt "If you could see wind, what would it look like?"

Art Process: paper fans (decorate and fan fold)



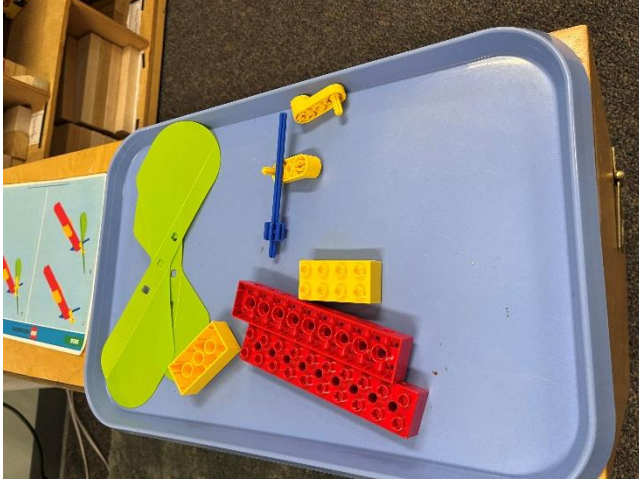
Playdough: Tink; Eng: Flying Saucers.
(scissors, markers, paper plates, with lines
marked and a starter hole punched)



Creation Station: Tink: free collage Eng: need volunteer, make "bamboo" helicopter (templates, hole punch, markers, scissors, skewers, hot glue gun)



Game: Duplo pinwheel



what blows... items that are easy to blow, hard, won't blow around. Balloon pump #3



Electric: ball levitator on the shop fan



Hallway:

Building Toy: Tink - translucent Duplos; Eng – Duplo Dacta

Tinkering: rainbow tracks with pingpong balls and Balloon pump 4 and 5 - can you use wind to move a ball all around the track? Ball race? Balloon helicopters, balloon pump



Gym (was Center Room):

wind tubes - build paper flyers; airtoobz;

