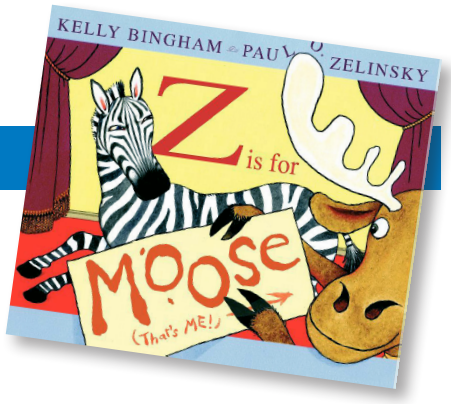
Z Is for Moose



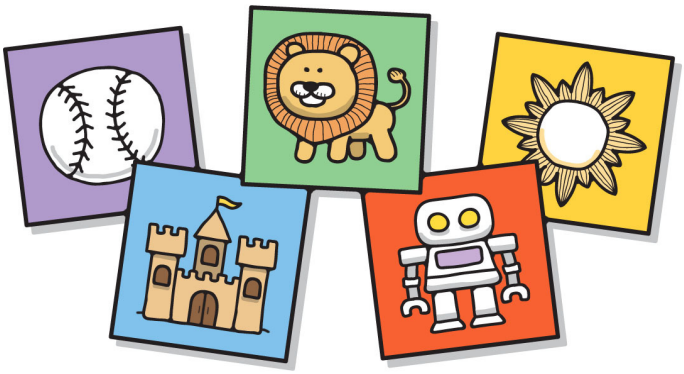
RIF EXTENSION ACTIVITIES FOR EDUCATORS

STEAM-THEMED: SCIENCE, TECHNOLOGY, ENGINEERING, ART, MATH

SCIENCE

WHAT IS MOOSE

After reading the story, go back through and list whether each letter had a living or non-living item to represent it. Make a chart and list the items on the board. For living items, have the class come up with a non-living alternative. For non-living items, try to think of something living.



TECHNOLOGY

LETTER HUNT

As a class, use a digital camera to capture objects that represent letters of the alphabet. For example, for "A" you might take a picture of an apple, an ant, or a friend named Amanda. Let children take turns suggesting objects or even taking the pictures. After taking the pictures, print them out and put them in order from A to Z! If you don't have access to a camera, find pictures online or in magazines. If you can't print them, make a PowerPoint slideshow instead!

ENGINEERING

WHAT'S IN A NAME?

Materials: plain building blocks, washable pen (or masking tape and pen)

Use a washable pen or masking tape to write letters on the side of blocks. Be sure to make extra vowels! Have kids practice building their names using the lettered blocks. Which child needed the most blocks? Can the students make any other words using just the blocks in their names? How about the name of a character in the book?

ART

MOOSE FOR A DAY

Materials: construction paper, scissors, stapler or glue, crayons or markers

Make a set of antlers to wear and be a moose for a day! Cut a strip of paper to fit around a child's head. Staple the ends together to make a circle. Have children trace their hands on thick paper and cut them out. Let them decorate their handprints. Attach the handprints to each side of paper strip to make antlers. Let children put their antlers on and act like moose!

MATH

M IS FOR MARBLES, TOO!

Do you have all your marbles? Here's what you can do with them!

- Count and group them
- Use them to model simple math problems
- Use them to measure common objects
- Roll them down ramps built from blocks and paper towel tubes; vary the height of the block base and see which marble goes faster through the tube!