



This classroom guide is designed for students in kindergarten through second grade. It is assumed that teachers will adapt each activity to fit the needs and abilities of their own students.

It offers activities to help teachers integrate *What About Moose?* across the curricula.

All activities were created in conjunction with the Common Core and other relevant content standards.

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A teacher's guide
created by **Marcie Colleen**
based upon the picture book
written by **Corey Rosen Schwartz & Rebecca J. Gomez**, illustrated by **Keika Yamaguchi**

Language

New Vocabulary: Teamwork

Teamwork is:

- Work done by a group.
- Cooperating with others to get a job done.

Pick one of the following tasks to complete using teamwork. Be sure to include everyone!

- Clean/straighten up the classroom
- Make a snack to share
- Share a book or story
- Create/decorate a bulletin board about Teamwork

How is working together different than working alone?

- What are some advantages of working together?
- What are some disadvantages?
- Which do you prefer? Why?

Brainstorm other situations where students can demonstrate teamwork.

Can you find illustrations in What About Moose? that show teamwork in action?



Math

Construction-based Skills

Classifying and grouping games: Mixing many kinds of blocks and ask students to classify them by size, color, or shape. Older children can classify and group themselves based on birthday months, height, color of clothing, etc.

Estimation: Using several sized containers and dried beans, students can guess which containers will hold the most beans and which containers will hold the least beans. Have students put the containers in order according to their capacity. Once the class has agreed on the order, fill each container with beans, one at a time. Count how many beans are in each container. Were they right about the order?

Patterning: Build a simple pattern using M&Ms, buttons or pieces of paper. Start with an alternating pattern (called an AB pattern): one red candy, one green candy, one red, one green, and so forth. Be sure to repeat the pattern at least once. Next, students should continue the pattern by building a sequence that's exactly like the initial pattern. "How did you know to start with a red?" or "Why did you use a green here?"

How might Fox and her friends use these skills in building their treehouse?

Using a ruler: Find the length of your shoe, your hand, a pencil, a paperclip.

Which is longest? Can you find an object that is 2 inches long? 6 inches long?

Draw a treehouse using your ruler. Include the lengths of each line you draw in the picture, like a blueprint.

Engineering

What is work?

Brainstorm ideas as a group. Look the word up in a dictionary. According to the definition, what kind of physical work do the students do every day?

Explain to students that they will be performing some work—pushing, pulling, and lifting—with the following objects: a box, several books, and a chair.



Discuss and have students demonstrate the work of pushing, pulling, and lifting each object (push the box, lift the books, pull the chair, etc.).

- Which objects are easier to move?
- Which objects are harder to move? Why do you think it is harder?
- Which method takes less effort (pulling, pushing, or lifting)?
- Which method takes more effort?

On a scale of 1 – 10 with 10 being the most effort, rate the effort of moving each object with pulling, pushing and lifting.

Assign groups of students a work effort: pulling, pushing or lifting. Each group must figure out a way to move—from one side of the room to the other—all 3 objects (the box, the books and the chair) together at the same time. Allow time to experiment. When all teams are finished they must demonstrate their method to the rest of the class

Social Studies

Practicing Teamwork

The following games can help students develop motor skills, good reflexes, hand-eye coordination, problem solving and language skills. However, competition can cause anxiety and make some kids feel left out.

Cooperative games help promote collaborative skills and teach sportsmanship as kids play by helping each other. These games focus on fun and teamwork rather than winning.

Cooperative Hoops

This game is a twist on the game "musical chairs." This version makes winning about cooperation.

Scatter hula hoops around the play area. Play music and have the kids move around the hoops but not step inside them. While the music is playing, the kids must not stop moving, but when it stops, they must have at least one foot inside a hula hoop and not touch the ground outside the hoop.

The winners are the kids who got the most people inside one hoop. This game teaches kids to cooperate and help each other to

Keep It Up

Use a balloon or a large, light ball to play Keep It Up.

In this game, divide the kids into two teams across a net or line.

As in volleyball, they must pass the balloon or ball back and forth without letting it touch the ground. However, the rule is that a different team member must hit the ball or balloon to the opposite team each time. Other team members can help their team players by passing to them.

Science

Bridge-Building Challenge: Plotting and Planning with the Scientific Method

The Scientific Method is an eight step series that engineers, scientists and inventors use to problem solve.

Step 1: Ask a Question

Step 2: Do Research

Step 3: Guess an Answer (also called a Hypothesis)

Step 4: Test Your Guess/Hypothesis

Step 5: Did it Work? Could it Be Better? Try Again

Step 6: Draw a Conclusion

Step 7: Write a Written Report of Your Results

Step 8: Retest



This bridge-building challenge allows students to test out the Scientific Method as they problem solve a way to build a bridge that really works! Of course, a little imagination is going to go a long way here, too!

- Set up two tables or desks in the classroom that have a fairly large gap in between them (approximately 3-4 feet is ideal.)
- Explain to students that they will be working in together to build a bridge to connect the two pieces of furniture.
- Provide several craft items (rulers, paper, cardboard tubing, empty boxes, tape, glue, etc.) Check the recycling bin for other ideas of materials.

The bridge must:

- Connect the two pieces of furniture.
- Be a construction using at least four different items.
- Be strong enough to hold four Matchbox cars as they cross from one side to the other.

Did it work? Retest? If it didn't work, head back to the drawing board like a real builder.

