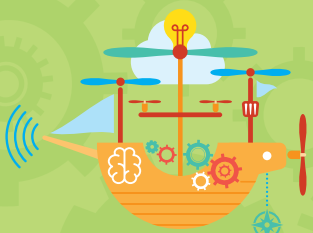




Food STEAMventures

Grades TK-K

CURRICULUM SAMPLE



STEAM
ENRICHMENT

edventures.com

sales@edventures.com

(800) 429-3110



COMPLETE PROGRAM



PRINT MATERIALS



REFILL KIT



Food STEAMventures

GRADES: TK-K

STUDENTS

Up to 30

TIME

24, thirty-minute lessons

SUBJECTS

- Life Science
- Earth Science
- Technology
- Engineering Design
- Art/STEAM
- Math
- English Language Arts

SETTINGS

- Classrooms
- Before & After-school Programs
- Summer Camps

Discover the animals, machines and crops on farms and gardens. Integrate English Language Arts and **creative** arts with **hands-on STEAM** for transitional and kindergarten students.

TECH REQUIREMENTS / PREREQUISITES

- None

PRICING OPTIONS

- Complete Program: \$1,095⁰⁰
- Curriculum Print & Digital: \$395⁰⁰
- Refill Kit: \$590⁰⁰

*Contact a STEM Program Specialist at (800) 429-3110 or sales@edventures.com for custom bundles, quotes and bulk discounts!

Scan or Click QR Code for:

PRODUCT ORIENTATION

FULL MATERIALS LIST

STANDARDS & ALIGNMENT

CONTACT US:

Call: (800) 429-3110

Email: sales@edventures.com

Web: edventures.com





Best in Garden



SCHEDULE

- Introduction (8 minutes)
- Best in Garden (12 minutes)
- Awards Ceremony (8 minutes)
- Wrap Up (2 minutes)



MATERIALS

- **Daily Slides**

Introduction

- **Video: A Hilarious and Fun Story about Friendship and Vegetables — StoryTime PlayTime**

Best in Garden

- **Geometric shapes** (all-evenly distributed)
- **Paper** (1 sheet per camper)
- **Pencils** (1 per camper)
- **20 deli containers filled with crayons**

Award Ceremony

- **And the Winner Is Sheet** (instructor created)



DAILY PREP

- Before campers arrive, fold a piece of paper in half. On the outside, write, "And the Winner Is..." On the inside, write "Everyone!"
- Prepare an example of the art project ahead of time to share with campers.

**OBJECTIVE**

Campers engage in activities that celebrate both the wonders of the garden and their own unique qualities, fostering a sense of community and belonging.

**STEAM CONNECTIONS**

Science: Developing and Using Models

Art: Creating, Connecting, Responding

ALIGNED STANDARDS**Common Core State Standards (CCSS):**

- CCSS.ELA-LITERACY.SL.K.1.A: Follow agreed-upon rules for discussions (e.g., listening to others and taking turns speaking about the topics and texts under discussion).
- CCSS.ELA-LITERACY.SL.K.5: Add drawings or other visual displays to descriptions as desired to provide additional detail.
- CCSS.ELA-LITERACY.L.K.6: Speak audibly and express thoughts, feelings, and ideas clearly.
- CCSS.ELA-LITERACY.SL.K.6: Speak audibly and express thoughts, feelings, and ideas clearly.
- CCSS.ELA-LITERACY.L.K.6: Use words and phrases acquired through conversations, reading and being read to, and responding to texts.

Next Generation Science Standards (NGSS):

- NGSS K-2-ETS1-2: Engineering Design

National Core Arts Standards (NCAS):

- VA:Cr1.2.Ka: Engage collaboratively in creative art-making in response to an artistic problem.
- VA:Cr2.3.PKa: Create and tell about art that communicates a story about a familiar place or object.
- VA:Cr2.3.Ka: Create and tell about art that communicates a story about a familiar place or object.
- VA:Cr3.1.PKa: Share and talk about personal artwork.
- VA:Re.7.2.Ka: Describe what an image represents
- VA:Cn10.1.Ka: Identify a purpose of an artwork.

21ST CENTURY SKILLS

- Social and Cross-Cultural Skills
- Leadership and Responsibility

HABITS OF MIND

- Listening with Understanding and Empathy
- Thinking and Communicating with Clarity and Precision
- Finding Humor
- Remaining Open to Continuous Learning

KEY TERMS

Aubergine: another name for an eggplant

STEP-BY-STEP DIRECTIONS FOR INSTRUCTORS



Whole Group

INTRODUCTION

Welcome campers back to Food Camp. Today's activities include a Best in Garden lesson that combines garden exploration, creativity and kindness. After watching a hilarious and fun story about vegetables and friendship, campers nominate their favorite garden food and express their unique qualities in a Best in Garden Awards Ceremony.

Have campers welcome Niko, the scientist, and Emerson, the artist.

Welcome back to Food Camp! We still have more to learn about gardens. One of the most important things gardens can teach us is kindness.

Campers, let's give a warm welcome to our special friends, Niko and Emerson and let them know how much we appreciate them helping us learn and explore gardens by giving them a round of applause.

Share the following video with campers and then invite them to share their thoughts and reactions to the story.

Let's watch a video about a delicious vegetable that, surprisingly, many kids don't like to eat.

Video: A Hilarious and Fun Story about Friendship and Vegetables — StoryTime PlayTime
<https://www.youtube.com/watch?v=7iglURYqqDw>

What stood out to you from the story in the video?



Whole Group

BEST IN GARDEN

Campers receive a message from the Annual Garden Award Committee, inviting them to nominate the top garden food. Encourage campers to reflect on (but not say) their favorite garden delicacy and provide reasons for their choice.

Campers, a letter from the Annual Garden Award Committee just arrived:

Dear Campers,

You are hereby invited to attend a very special meeting. We will be choosing this year's Best in Garden. Nominate which food from the garden you believe should win this prestigious award.

Yours sincerely,

Mr. Peanut (Honorary Nut)

Think quietly about which food from the garden should win this award and why.

Then, campers draw the garden food they think should win Best in Garden on one side of a folder sheet of paper and a picture of themselves or something symbolic of their unique qualities on the other.

Fold your sheet of paper in half, the short way. On one side, draw the best garden food. You can add some fun details such as googly eyes.

On the other side of the paper, let's celebrate you! Draw a picture of yourself or something that represents your unique qualities or accomplishments.



Whole Group

AWARDS CEREMONY

Gather campers in a circle for the Best in Garden Award Ceremony. Give each camper an opportunity to share what their garden food is and why they think it should win this year's award.

Then, take a moment for each camper to express why they are special and unique. Encourage them to highlight personal accomplishments, talents or anything that makes them stand out.

After each camper's turn, celebrate each garden food and camper's uniqueness and special qualities with a round of applause.

Reveal the winner by opening the prepared envelope.

May I please have the envelope, please?

And the winner is, everyone!

Have campers give themselves a round of applause and take a bow.

Congratulations, everyone! Every food from the garden is the best, and so are you!
Let's clap and take a bow!



Whole Group

WRAP UP

When it is time to wrap up, instruct campers to make sure their areas are tidy. They can take their illustrations home, or they can be displayed for everyone to enjoy.

Then, have campers check the progress of their greenhouse gardens. Have the seeds started to sprout? If so, what do they look like and in which direction are they growing?

CHECK FOR UNDERSTANDING

- Name one food that comes from the garden and what is special about it.
- What makes you special and unique?

EXTENSIONS

ELA

Engage campers in a heartwarming activity by having them write letters to each other. Ensure that every camper receives a letter from a fellow camper. Instruct them to begin the letter with the phrase, "You are special because...".

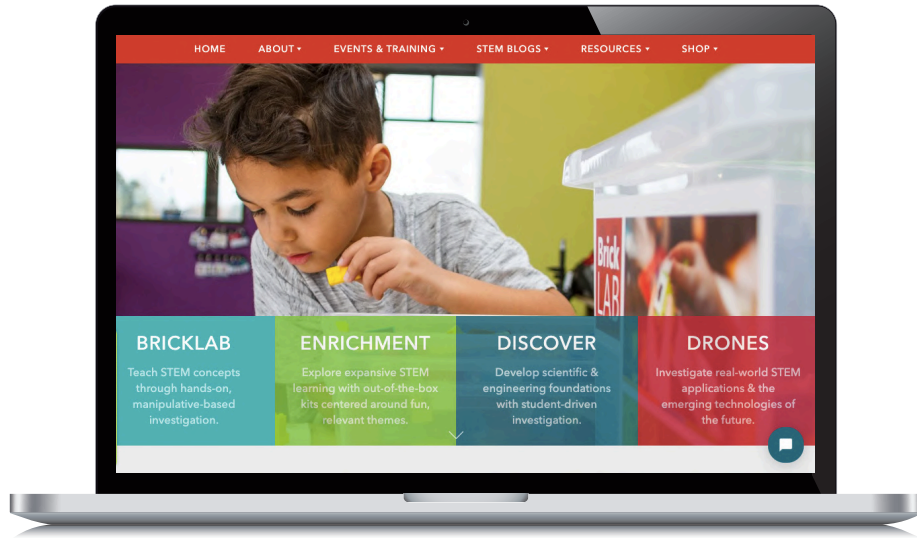
Recommendation for Three-Hour Time Blocks

Transition

If you are teaching multiple sessions, now is a great time for campers to use the bathroom, eat a snack, go to recess or take a nap. Then, get campers moving with the following activity.

Garden, Go!

1. Assemble all the campers and have them sit against a wall or in a line.
2. Instruct them to run to the opposite wall or another designated line, mimicking various animals or bugs commonly found in gardens. Encourage them to make corresponding sounds. Suggestions include hopping like a rabbit, flying like a butterfly, jumping like a grasshopper, slithering like a snake or walking like a deer.
3. Specify that they cannot stand up and start moving until you count down, "3, 2, 1, GO!" If any campers begin to stand up prematurely, make everyone sit back down before restarting the countdown.
4. Add an element of fun by occasionally saying a word that sounds similar to "go," such as "slow" or "glow," leading to playful confusion.
5. As campers become more comfortable with the game, introduce being "out." Any campers that fully begin the movement early or on the wrong "go" sounding word is out.
6. Play until only one camper remains, crowing them the winner!



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