

Welcome to Sample Pinnacle Curriculum™



"Sample Week"

"A Summer of Wonder" Pinnacle Curriculum is designed to eliminate your need to create curriculum, marketing materials, and reduce summer camp planning time, allowing you to concentrate on increased enrollment with a fun, easy-to-use summer program.

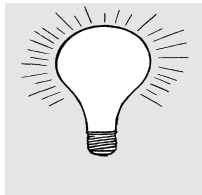
Your school age children will experience "A Summer of Wonder" while studying weather related events that effect nature, animals, geography and the effect of the constellations on geography, tides, and seasons. Developmentally appropriate unique activities are included and well organized making classroom implementation stress free for staff. The hands-on learning segments for children make learning fun!

**ilarating • Exciting • Enlightening • Extraordi
ng • Exhilarating • Exciting • Extraordinary • l
ning • Extraordinary • Exhilarating • Exciting**

Pinnacle: Sample Week

Unit Theme: "A Summer of Wonder Sample"

This sample booklet contains sample projects from "A Summer of Wonder" including room enrichment ideas, creative arts, science/sensory experiments, suggestions for dramatic play, math/manipulative projects, board games, educational enrichment ideas, outdoor and group games, and activity center options. Each week of "A Summer of Wonder" unites these projects under a central theme. This sample booklet examines various ideas and activities from numerous themes in an effort to provide a comprehensive look at the opportunities afforded by "A Summer of Wonder" and the practical application of these activities in a school age summer camp.



Room Enrichment Ideas

"Old Wives Tales" or "Bugs and Worms Reporting the Weather" make great themes for the week. Use a calendar of April and May for bulletin board backgrounds, and line with showers and flowers, then add bugs and earthworms. Make the flowers 3-D with tissue papers and pipe cleaners. Decorate the room with fuzzy caterpillars and anthills. To highlight special work or projects, consider using "Have You Heard the One About....".

Use this year's Farmer's Almanac to create a planting time for your vegetable garden according to the moon phases. Highlight the moon with a smiling face or make the moon a farmer figure with a plate full of vegetables.

Display a picture of a human body with arrows pointing to knees, ankles, ears, elbows, and nose. Put beside each arrow the old wives' tale that goes with it: If your ears itch, someone is talking about you; If your knees hurt, it is going to rain; If your ankles swell, a hurricane is coming; If your elbow gets stiff, it will snow, and if your nose itches, company is coming. You may know of others to add.



Special Projects

- **Prepare For a Day of Water Fun:** If you can't go to a water park, plan for a day outside with water: Squirt gun contests, fireman's relay, water balloons, fishing "ponds" made from small wading pools, and of course, the wading pools themselves can be fun just to jump in and out of.

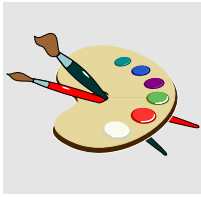
- **Create Your Own Water at Work Visual:** Build a dam of sand or other material in a wading pool. Joining two pools to create a waterfall will be even better. Let students pour water into the pool with a large bucket or forceful hose to see how quickly the water will move the sand. If you allow the hose to run into the pool at a steady stream, they can visualize how a canyon forms.

- **Particular Water Dams are Extremely Useful.** Display pictures of Hoover Dam and some of the history of how this engineering marvel changed the Southwest. Discuss with your students the uses of dams of this kind.

- **The Panama Canal:** One of the most fascinating feats of water control is found here. You may even be able to locate a video showing how the locks work.

- **Collect in jars water samples from various sources such as taps, ponds, lakes, mud holes, and garden hoses.** Place on a table with labels for students to observe the different particles that settle to the bottom.

- **Field Trip Ideas:**
 1. Locate a water facility in your area and schedule a tour.
 2. Take a walking tour of several bridges in your town. Compare them, noting the differences in structure as well as the size of the water body they must cross.
 3. Visit a local park with a lake. Take special note of any wildlife that likes to be near the water.
 4. Ask your local aquarium staff to talk to your students about water quality for aquatic animals.
 5. Visit the pet store. Ask for the person in charge of changing the water for the fish or other animals. Ask them what problems they look for.



Creative Arts

- **Egg Carton Snowman:** Each student will need two rows of three cups from an egg carton. Place a brown pipe cleaner between two pieces of the first and second cups to resemble the arms. Secure the arms and body together with tape. Glue the snowman to a small square of white foam core board. Use strips of white paper towels and glue them around the egg cups to cover the cups and make them look like a snowman. Allow time to dry. Glue on small black felt eyes, and a miniature orange pom-pom ball for the nose. Use small scraps of plaid material for a scarf around the neck.
- **Before Earth Art:** Draw pictures of what the students think the earth looked like before the heavens and earth were created.
- **Papier-mâché Earth:** Papier-mâché over a small, blown up balloon. When dry, paint it to look like the earth.
- **Waters and Dry Land:** Cut half sheets of cardboard paper. Spray glue on the top half and cover with sand. Cover the bottom half with blue puffy paint to resemble a picture of water and land.
- **Making Waves:** In small, plastic water bottles (labels peeled), fill half way with water, and one fourth with cooking oil. Add a few drops of blue food color to resemble the color of water and then add blue glitter for some sparkle. Put caps on tightly (you may want to glue them on). Now the students have their own water bottle to enjoy the waves of the oceans.
- **Picture Scapes:** Make a class sized mural of what the outside looks like around their own class room, using materials they scavenger from outside.
- **Leaf Rub:** Go outside and gently pull a few leaves off the trees. Once back inside, give the students white paper and crayons. Place the paper over the leaves and color the paper with different color crayons and watch the leaf designs appear on the front!
- **Sun Catchers:** Draw pictures of the sun onto white bond or copy paper. Color and cut the pictures out. Use a cotton ball to rub cooking oil onto the backs of the pictures, and lay flat to dry. When they are dry, punch a hole in the top and hang with a loop of yarn.

- **Bird Seed Balls:** Give each student $\frac{1}{2}$ cup-1 cup solid shortening from the can. Then give each student a cup of birdseed. Have the students roll the shortening into a ball and cover with the bird seed. Allow this to harden for a day or so and then they can place them outside for the birds to eat. You may want to do this on newspaper to make clean up easier.
- **Fish Mobile:** Give each student several craft sticks to glue together into a square shape. Cut out varieties of fish shapes from construction paper. Attach each fish to different lengths of yarn and tie them to the craft stick square to hang like a mobile.
- **Animal Masks:** Draw a name out of a hat to see what animal face the students get to make on their mask. Color or paint the pictures onto the white paper plates. Punch holes on each side of the plate and use a piece of yarn to secure it over the student's ears and around the back of the head.
- **Self Portraits:** Let the students split up into pairs and do portraits of one another.
- **Polar Fleece Pillow Covers:** Give each student $\frac{1}{2}$ yard polar fleece. Fold it in half and tie the two ends together in knots to form a square. A small throw pillow from home can slip inside for a comfortable rest. *Old t-shirts, towels, or socks can be used for stuffing.



Science/Sensory

- **P Waves: "P" is for Primary Waves.** Students will use the old favorite metal coil toy that walks down stairs for this activity! You can give each student one or just use a few for class demonstration. Hook the toy to a door and pull across the room until there is no slack in the toy. Quickly jerk the toy to you and then back with out letting go and you will see what the waves look like that are under the earth when an earthquake hits.
- **Ball Bearings:** Most newer buildings in San Francisco are built on top of floating foundations. These foundations are made of liquid or ball bearings in liquid. Some are made of pliable, moveable plastic composites. Fill a flat-bottomed, straight-sided glass cake pan with marbles to create a flat layer of marbles. Set one of your craft stick houses on the marbles. With your hand, gently push the house. It should move across the marbles, but not break or fall over. This phenomenon helps buildings to move without cracking up or breaking apart. Note: In these buildings, the ball bearings

are packed very tightly so that they must move as a unit, not separate and roll apart.

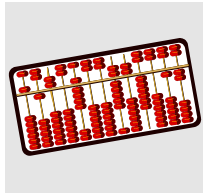
- **House of Cards:** Have the students build "houses" out of index cards or a deck of cards and use a rubber mallet to tap the table and see how hard you have to tap before the houses fall over. Now, rebuild the houses, and see if you can knock them over blowing winds through drinking straws like a tsunami.
- **Seismograph Experiment:** Go outside to gather different sized rocks. Inside, set up several different sized small bodies of water. Take turns tossing the rocks into the water containers to watch the waves ripple out. The rock is intended to be the example of where the Tsunami begins and how the waves ripple out. Toss the rocks at different angles, observing the difference this makes in the waves.
- **Liquefaction:** This is another example of what happens to filled land when an earthquake shakes it up. You will need a metal loaf pan filled almost to the top with sand. Next, pour water into the pan to just below the surface of the sand. Now, wiggle the small end of a brick into the sand and water so it stands like a building. Very gently, repeatedly tap the sides of the pan with a rubber mallet and see what happens to the brick AND the sand.



Dramatic Play

- **Sheets of Sound:** Try making the sound of heavy rain with crinkling tin foil, plastic wrap, and newspaper. Give some to each student; crumple in your hands all at the same time. Can you think of other ways to imitate this sound?
- **Wind Whirl:** Create wind sounds by blowing through or into jars or cups.
- **Weather Approaching:** Take turns being the on air reporter telling the citizens of your local town that a dangerous storm is approaching. The rest of the students should be the town people who react. Some should heed the warning, but let others give the reporter a hard time, asking him if it is really dangerous.
- **Re-enactment:** After reading about a family, who wisely took shelter and survived a bad storm, re-enact that story.

- **Mayoral Responsibility:** Take turns giving speeches as the Mayor of your town who must assure the citizens of the measures he has put in place for their safety in the event of a hurricane.



Math/Manipulative

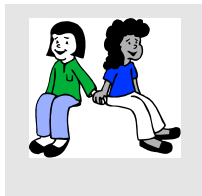
- **Mark the Measurer Twain:** Mark “twain” is actually a command to measure the water depth or “mark” two fathoms (twain). Now that you have some basic information, can you figure out how many feet this marking would be? Use your dictionary.
- **How Deep is the Ocean?** Learn how sonar measures the distance from the bottom of a boat to the floor of the ocean. Which oceans have we learned are the deepest?
- **Isobars:** These lines on a weather map give us the indication of _____. Find the answers at www.weather.com or in a weather book or dictionary.
- **Halley’s Comet** has been described as a “giant dirty snowball” hurtling toward earth. It returns every 76 years. Find out when the last viewing occurred, then find the next year in which Halley’s Comet can be observed.
- **Meteor Craters** in Arizona can measure 0.8 miles across. See if you can walk off that distance on a nearby school yard or track. Mark your starting point. When you reach the distance, look back and take a good look at what a big hole that must be!



Board Games

- **Watery Checkers:** You will need jelly beans and a bowl of water. Play checkers using jelly beans instead of checkers. Every bean that is jumped by another player gets to be eaten. Any left by the losing player must be dumped in the water and left to soak it up!
- **Rice Field Frame:** Cover a card board craft frame with different colored dry rice. Tell the students to frame a picture of their family eating rice.

- **Spread waxed paper on the table.** Give each student a straw and seat them around the table. Pour a small amount of bubble solution onto the waxed paper. See who can create the biggest bubble by blowing through their straw into the solution.
- **Drink Your Water:** Play any board game but give each player a full glass of water. Each time the player spins a number to move on the board, he also takes that many sips of water. The first player to finish his water wins an extra prize.
- **It's a Messy One:** Fill a large bowl with at least twenty four pieces of wrapped hard candy in a variety of colors. Players will close their eyes. As the leader calls a color, all four players reach into the bowl at once and pull out a piece of candy. Each player may only reach in once and remove his candy quickly. No "fishing" around. The one with the correct color scores a point. After all the pieces of candy are out of the bowl, the one with the most points for correct color choice wins.



The Chill Zone

- **20 Questions:** The students are allowed to ask the teacher all of the questions. Think up a constellation and have them see if they can figure it out in less than 20 questions. If this is too many, make the game more challenging by allowing only 5 or 10 questions.
- **Plan a trip** to your favorite planet or star. Create a travel brochure.
- **Select music** that "fits" what might be good music to listen to during earth formation.
- **Imagine** yourself growing up on a different planet. Can you picture your friends?
- **Paint or finger paint** to music a portrait of different colors stars might be.
- **Write a poem** expressing what you *would leave out* if you were creating the earth, such as ants, snakes, or lightning.



Educational Enrichment

- **Saffir-Simpson:** Make a chart showing the categories of a hurricane according to these standards. List under each category the names of known hurricanes in that category.
- **Learn the Difference:** Be sure to teach your students the difference between a weather watch and a warning.
- **Names, Names!** How are tropical storms and hurricanes named? You can research the answer at www.weather.com or in numerous weather books. Make up some new funny and silly names for hurricanes: Mr. Windjammer/Chief Rain-in-buckets.
- **Evacuation Plan:** Does your town have an evacuation plan in the event of a weather danger? Your city or county should have one posted online. Call your county office to find out if you can get a printed copy of the plan for students to see.
- **In 1492, Columbus Sailed the Ocean Blue:** Check books out of your library and find out how hurricanes may have affected the famous discovery voyages of Mr. Columbus.



Outdoor and Group Games

- **Man From Mars:** All young kids will love this game. Select one student to begin the game as the “it” person. The other students then form a line at one end of the playing field, facing the “it” person. The line of students will chant “man from mars, take us to the stars” and the “it” person replies “only if you are wearing the color “blue.” At this time, all of the students wearing blue may safely walk to the other side while all of the students not wearing blue must run to the other side and try to avoid being tagged. If a person is tagged, he must join the person in the middle to help tag the others. The “it” person should remember to call different colors each time to be sure to get a chance to tag everyone.
- **Laugh Tag:** Decide on 2-3 players to be the “taggers.” On the starting signal, the “taggers” begin trying to tag as many players in the field as possible. If another student is tagged, he must stand still wearing a sad face until a free player can come by and make him laugh. Play is continuous.

- **Balloon Volley Ball:** Play this game using a badminton net, if a volley net is not available. Use the rules for volleyball; the only difference is the ball is a balloon. The game is over if a team pops the balloon or does not get the balloon over the net in three tries.
- **Umbrella Relay Race:** Divide the class into two relay teams. Each team will need a bucket at the beginning of their line that is full of water. They will need an empty bucket to hold the water at the end of their line. Now give each team a small umbrella or paper plate. The goal of the game is to transfer the water from the start bucket to the empty bucket using the umbrella. The first team to empty their bucket AND have the most water in their end bucket wins.



Activity Center Options

- **Cooking Options:** Use celery stalks to conduct the water wicking experiment in science. An ADULT may cut the ends of the stalks slightly to enhance the wicking. Use several colors of food coloring in several glasses of water. Leave the celery soaking overnight. See the colorful results the next day.
- **Community Service Options:** Find out what water quality standards your municipal government has (usually a county's job). List them on a chart. Conduct a survey by phone or with family members to see how many know what these standards are.
- **Frost on the Can:** Empty and clean several tin cans. Dry them thoroughly. Make sure no rough edges are evident. Place 3 teaspoons of salt in each can, then add about half way with crushed ice. Add 3 more teaspoons of salt and more ice to the top. Add another 3 teaspoons of salt to the top of the ice. With a long spoon, stir the ice and salt mixture until you see frost forming on the outside of the can.
- **Writing Options:** Do you know how much water weighs? Have the teacher fill up a large container with a certain amount of cups of water (two cups). Allow each student to pick up the container of water and then record her guess on a sheet with everyone's name. After each student has made her guess, weigh the water on a bathroom scale. Brain option: If we double the amount of water, will we double the weight? Write or create your own tongue twister using the information above. Hint: Tongue twisters use words that all begin with the same consonant sounds or letters: Wonder what water weighs?


- **Special Interest Centers:** Demonstrate how beach erosion works with a box of sand and some water. Fill the box half full of sand. Pour water from a spouted pitcher into the sand, holding it as close as possible. Note how the sand shifts away from the force of the water. Try pouring the water from different angles and at different heights to see the changes in the movement of the sand. Build sand castles with an idea of how to avoid erosion, then use the pouring water to see how effective your idea is.

SAMPLE

WEEKLY SUPPLY LIST

Gather the Following Items:

Tissue paper	Pipe cleaners
Calendar	Markers
Farmers' Almanac	Construction paper
Squirt guns	Water balloons
Wading pool	Bucket
Sand	Jars (for water samples)
Egg cartons	Glue
White foam core board	White paper towels
Black felt eyes	Orange Pom-pom balls
Plaid fabric scraps or remnants	Papier-mâché
Cardboard paper	Paint
Puffy paint	Plastic water bottles
Cooking oil	Food coloring
Glitter	Scissors
Crayons	White paper
Yarn	Hole punch
Cotton balls	Shortening
Leaves from trees outside	Birdseed
Newspaper	Craft sticks
White paper plates	Polar fleece
Metal coil toy	Glass cake pan
Marbles	Index cards
Rubber mallets	Drinking straws
Water	Metal loaf pan
Brick	Rocks
Tin foil	Plastic wrap
Dictionary	Jelly beans
Checker board	Cardboard craft frame
Rice	Wax paper
Bubble solution	Large bowl
Wrapped hard candy (many colors)	Weather books
Net	Umbrella
Tin cans	Salt
Ice	Spouted pitcher

 Enrichment Ideas / Individual Instruction

A large, empty rectangular area with a light gray gradient background, intended for writing enrichment ideas or individual instruction.