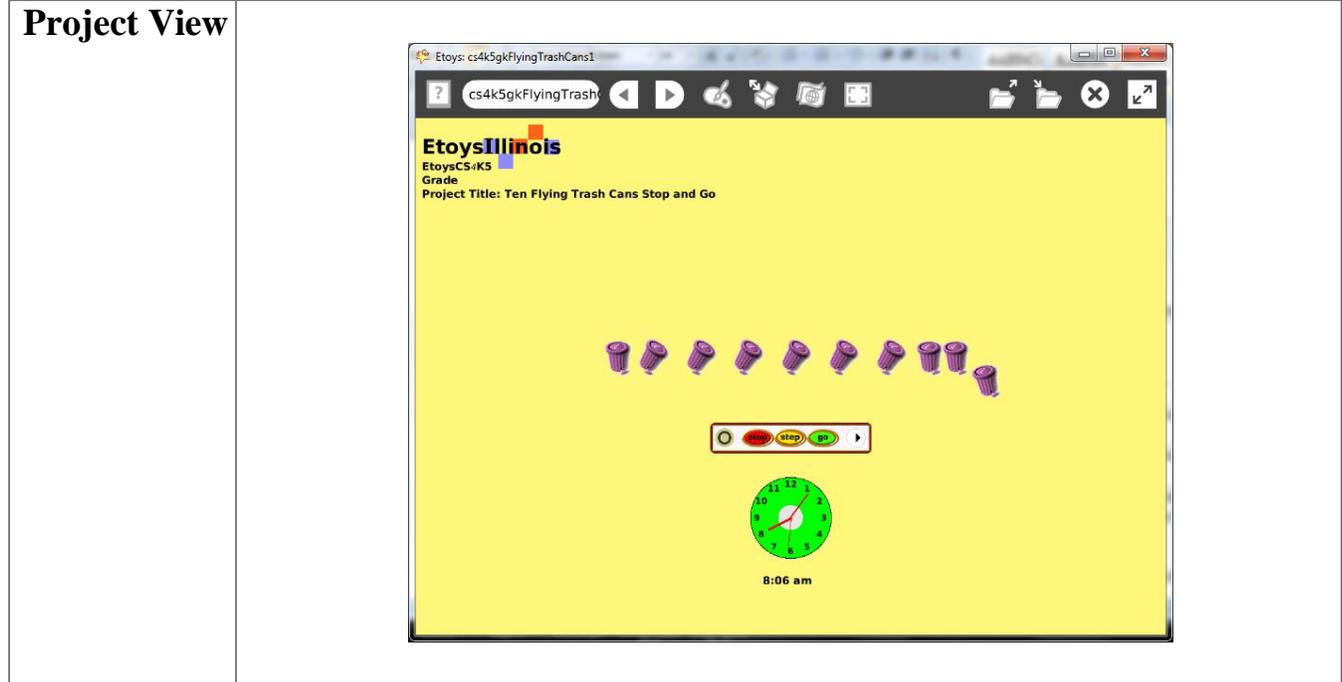


EtoysIllinois
 EtoysCS4K5
Grade Kindergarten
Flying Trash Cans

Description: Students will:
 Create a forward and turn by script for a Trash Can.
 Make copies of the scripted trash can and count them.
 Use the trash cans to form letters or numbers.
 Estimate the location of the trash cans after one and two minutes.



Subject: Math

Etoys Quick Guides Click the question mark in Etoys to open the set of interactive tutorials for basic tools and techniques.

Vocabulary: Counting to 25, clock, hours, minutes, seconds, forward, turn, bounce

Lesson 1: Ask students to get a Trash Can from Supplies and a star and put the star in the trash can. This is one way to remove something from the screen.

Halo Handles: Trash Ask students to get another star, open a Halo of handles and click the X. This is another way to remove something.
 Tell students every thing on the screen is an object including trash cans. Get a Halo for a trash can and open a Viewer.

<p>Halo Handles: Viewer</p> <p>Scripts: Forward by and Turn by</p>	<p>Make a script with Drag forward by and turn by tiles Start the script and change the numbers.</p> <p>Give students time to experiment. Discuss what the numbers do to the motion.</p>
<p>Lesson 2: Scripts: Bounce</p> <p>Halo Handles: Size, Color, Copy</p> <p>Supplies: All Scripts</p>	<p>Make a script for a trash can with forward, turn, and bounce tiles. Start and stop the script.</p> <p>Use the green halo handle to make copies. Put ten trash cans on the screen, then 25 cans.</p> <p>Get an All Scripts button from Supplies to start and stop all the scripts at one time. Give students time to experiment, put trash cans in different locations and watch them move. Look for patterns or reasons for broken patterns.</p> <p>Get an Object Catalog out of Supplies and click on the Just for Fun button. Choose a clock and put it on the screen with the trash cans. Start the scripts and stop the script after 30 seconds have elapsed. Give students time to experiment.</p> <p>Ask students to estimate where all their trash cans will be if the scripts run for one minute. Check the estimate, try several times. Estimate where the trash cans will be after 2 minutes. Discuss. Other ideas?</p>
<p>Standards:</p>	<p>Common Core Standards Mathematics: K.CC.1,5; K.OA.1,2,3</p> <p>Bloom’s Taxonomy/Cognitive Domain: Knowledge: describes, names Comprehension: estimates Application: uses Analysis: analyzes, compares Synthesis: predicts</p> <p>NETS 1. a, c, d 4. b, c</p>
<p>Resources:</p>	<p>Etoys Help Quick Guides: always available in Etoys. Open Etoys and click the question mark to open a set of interactive tutorials of basic</p>

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