

Discovery Toy Science, Life Science & Lego Workshop

A series of mental and intellectual developments for kids at Young Ivy Academy

Life Science

(Chemistry, Physics & Biology)

(2th-8th; indoors & outdoors; Summer)

Mental Arithmetic (computation)

(K-4th: Summer)

(Age 4 to 4th grade: Fall Semester 2011)

Discovery Toy Science

(math, logic & vocabulary)

(K-4th) (Summer & fall 2011)

Lego Workshop

(Mechanics & Theory)

4th-8th (Summer)

04/20/2011

Young Ivy Academy - Discovery Toys Science

1st Week Class Schedule

Monday	Tuesday
<p>Play to Be Safe! – Covers safety topics</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u> 1) EXPLORATION - Sensory Stimulation, Experimentation, Dramatic Play, and/or Social and Emotional Skills 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Cause and Effect, Problem Solving, & Strategy</p> <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Develop listening and critical thinking skills • Visualize real-life scenarios • Express ideas in words & respect others ideas • Explore consequences – positive & negative 	<p>Measure Up!® Balance - Scale and weights</p> <p><u>Learning Styles:</u> Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u> 1) EXPLORATION - Sensory Stimulation, Experimentation, & Science Concepts 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) MOTOR SKILLS - Fine Motor skills, Gross Motor skills, Hand Eye Coordination 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction</p> <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Develop Science and Math vocabulary • Learn addition, subtraction, balance, counting, measurement, proportion & Predicting outcomes • Experiment with weighted combinations
Wednesday	Thursday
<p>A to Z, Jr. - fast-paced thinking skills.</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u> 1) EXPLORATION - Sensory Stimulation, Experimentation, & Dramatic Play 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Cause and Effect, Problem Solving, & Strategy</p> <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Reinforces phonics and words knowledge • Listening to and following directions • Strengthens memory skills • Expands vocabulary & Category knowledge • Children learn to focus and use time wisely 	<p>Think It Through® - Test taking made FUN!</p> <p><u>Learning Styles:</u> Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u> 1) EXPLORATION - Science Concepts 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Spelling 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction</p> <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Self-Correcting “standardized testing” games • Teaches Math (Basics to Advanced) • Beginning Reading & Phonics to Sentence/Paragraph Structure & Spelling • Science (Earth, Physical & Life)
Friday	NOTES:
<p>Friendship Island – Social/Emotional ideas</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u> 1) EXPLORATION - Sensory Stimulation, Dramatic Play and/or Social & Emotional Skills 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Cause and Effect, Problem Solving, & Strategy</p> <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Develop critical thinking skills • Express emotions & understanding self and others - Social and Emotional awareness • Respect the ideas and differences of others • Understand consequences – positive & negative 	

Young Ivy Academy - Discovery Toys Science

2nd Week Class Schedule

Monday	Tuesday
<p>Busy Bugs - Early math skills & Concepts. Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Experimentation & Dramatic Play 2) MATH - Computation, Logic, Sizes & Shapes 3) MOTOR SKILLS - Fine & Gross Motor skills, Hand Eye Coordination 4) THINKING SKILLS – Cause and Effect & Problem Solving Other benefits of this game are:</p> <ul style="list-style-type: none"> • Early math skills (Counting, Adding, Subtracting, pattern play & matching) • Develop tactile learning by exploring different shapes and textures • Identifying, Sorting, Sequencing & Classifying 	<p>Busy Farm - Challenging reading readiness Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Experimentation & Dramatic Play 2) MOTOR SKILLS – Fine/Gross Motor Skills 3) READING & LANGUAGE – Vocabulary, Comprehension, & Communication 4) THINKING SKILLS - Problem Solving 5) EXPRESSION - Writing, Arts, Crafts, and Color Exploration Other benefits of this game are:</p> <ul style="list-style-type: none"> • Explore beginning alphabet concepts & sounds • Follow graphic & Verbal directions • Solving questions related to early reading • Pattern building and sequencing skills
Wednesday	Thursday
<p>Flip Flop Faces - Social/Emotional Thinking Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION – Social/Emotional Skills 2) MOTOR SKILLS – Fine & Gross Motor skills, Hand Eye Coordination 3) READING & LANGUAGE - Vocabulary Comprehension, & Communication 4) THINKING SKILLS - Cause & Effect, Problem Solving, Strategy Other benefits of this game are:</p> <ul style="list-style-type: none"> • Identify & match Colors, feelings, & words • Explore positional concepts - (Such as Near, Far, Next to, On, Under, & In) • Learn to identify words for different emotions • Cooperative play – Sharing & Taking turns 	<p>Motor Works – Construction & Coordination Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: EXPLORATION - Experimentation, Dramatic Play, and Science Concepts MOTOR SKILLS - Fine & Gross Motor skills, and Hand Eye Coordination THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction Other benefits of this game are:</p> <ul style="list-style-type: none"> • Learn to Identify, Sort, and Match • Experience assembling and disassembling • Builds confidence with manual tools as well as battery-operated tools • Develops tactile thinking skills • Fosters repetitive puzzle play
Friday	NOTES:
<p>It's a Match! – Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Experimentation & Science Concepts 2) MATH – Logic & Spatial Relationships 3) MOTOR SKILLS – Fine/Gross Motor Skills 4) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 5) THINKING SKILLS - Problem Solving. Other benefits of this game are:</p> <ul style="list-style-type: none"> • Builds self-esteem with learning feedback • Visual discrimination and “same & different” identification (objects, colors, shapes etc.) • Expands language skills with trilingual learning • Self-Correcting “standardized testing” games 	

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3th Week Class Schedule

Monday	Tuesday
<p>Giant Pegboard – Hands -on Math Fun! Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Experimentation & Dramatic Play 2) MATH – Computation, Logic, Shapes, Spatial Relationships, Angles, Areas and Graphing MOTOR SKILLS - Fine & Gross Motor skills, and Hand Eye Coordination THINKING SKILLS - Problem Solving Other benefits of this game are:</p> <ul style="list-style-type: none"> • Identify, sort, stack & match colors & shapes • Counting & Pattern building skills • Explore positional concepts – (Next to, Under, On, Near, Row, Column, Diagonal, & Opposite) • Lines and shapes for early geometry skills 	<p>A B Seas® - Alphabet skills & concepts Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: MOTOR SKILLS - Fine Motor skills, Gross Motor skills, Hand Eye Coordination READING & LANGUAGE - Comprehension, Vocabulary & Communication EXPLORATION - Sensory Stimulation, Experimentation, Dramatic Play, Science Concepts, and/or Social and Emotional Skills Other benefits of this game are:</p> <ul style="list-style-type: none"> • Identify, match, & name upper & lowercase • Strengthen spelling skills & word-building • Builds phonic awareness & letter/word recognition • Practice social skills & cooperative play
Wednesday	Thursday
<p>Zingo!® - Reading and Speaking Learning Styles: Auditory, Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Dramatic Play, and Social and Emotional Skills 2) READING & LANGUAGE - Vocabulary Comprehension & Communication 3) THINKING SKILLS - Problem Solving Other benefits of this game are:</p> <ul style="list-style-type: none"> • Fosters visual recognition & discrimination • Develops “see-and-say” reading skills – Quick critical thinking and vocabulary processing • Builds focus and attention span • Increases Spelling, Reading & Verbal skills • Word recognition and “sight words” skills 	<p>Playful Patterns® - Math and Reading skills. Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Experimentation 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) MOTOR SKILLS - Fine & Gross Motor skills 4) THINKING SKILLS - Problem Solving, Strategy, and Construction Other benefits of this game are:</p> <ul style="list-style-type: none"> • Positional concepts – (Such as Near, Opposite, Middle, Above, Below, Edge & Between) • Reading skills with shape play & recognition • Sorting, matching, counting, creating, combining and identify colors & shapes. • Visual perception, observing & copying skills
Friday	NOTES:
<p>ABC & 123 - Wipe Clean Workbooks Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Experimentation 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) MOTOR SKILLS – Fine & Gross Motor skills, and Hand Eye Coordination 4) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 5) THINKING SKILLS - Problem Solving 6) EXPRESSION - Writing & Printing skills Other benefits of this game are:</p> <ul style="list-style-type: none"> • Number/letter recognition & observation skills • Builds sequencing and matching skills • Enhances visual discrimination skills 	

Young Ivy Academy - Discovery Toys Science

4th Week Class Schedule

Monday	Tuesday
<p>Zip Track – Fun with simple Physics</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Sensory Stimulation, Experimentation & Science Concepts 2) MATH - Size, Shapes & Spatial Relationships 3) MOTOR SKILLS – Fine & Gross Motor skills, and Hand Eye Coordination 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Promotes thinking & logical reasoning • Explores sequencing concepts (first, next, last) • Teach simple physics (Such as inclined planes, weight, and gravity) and hands on experiments 	<p>Sounds Like Phonics - Letter Fun Lotto</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Sensory Stimulation 2) MOTOR SKILLS - Fine & Gross Motor skills, and Hand Eye Coordination 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 4) THINKING SKILLS - Problem Solving <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Identify & match letter shapes, sounds & words • Builds upper & lowercase recognition • Promotes observation & Reading skills • Fosters love of language and reading through active alphabet and word game play
Wednesday	Thursday
<p>Sounds Like Phonics - Short Vowel Fun</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Sensory Stimulation 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Problem Solving <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Teaches letters & all 5 short vowel sounds • Promotes awareness of word family patterns, (Such as --- AT, ET, IT, OT, & UT) • Practices decoding & word rhyming • Develops observation & concentration • Fosters a love of Spelling, Language, Reading, and Exploration Thinking Skills 	<p>The Princess & the Dragon - Vocabulary</p> <p><u>Learning Styles:</u> Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Dramatic Play & Social and Emotional Skills 2) MOTOR SKILLS – Hand Eye Coordination 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 4) THINKING SKILLS – Problem Solving <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Identify, organize, & match vocabulary expressions/words with images • Builds “Memory recall” & Observation • Strengthens abilities to identify feelings • Provides competitive & cooperative play • Promotes a love of language & literature
Friday	NOTES:
<p>Word Match – Trilingual “Site Words”</p> <p><u>Learning Styles:</u> Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION – Experimentation, Dramatic Play & Social and Emotional Skills. 2) MOTOR SKILLS – Hand Eye Coordination 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 4) THINKING SKILLS – Problem Solving <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Teaches “sight words” in 3 Languages (English, French & Spanish) • Fosters visual tracking • Builds language, description, & awareness of common word attributes & letter characteristics • Improves recognition, identification & memory 	

Young Ivy Academy -Discovery Toys Science

5th Week Class Schedule

Monday	Tuesday
<p>Qubits® - Flexible building shapes Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Experimentation & Science Concepts 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) MOTOR SKILLS – Fine & Gross Motor skills and Hand Eye Coordination 4) THINKING SKILLS - Problem Solving, Strategy & Construction (Structural Engineering) Other benefits of this game are: • Teaches "modular geometry" using the Hexagonal building block of nature. • Explore positional concepts (Such as - On, Under, Near, & Next to)</p>	<p>Speed Wiz - Fast-paced vocabulary Learning Styles: Auditory, Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Social & Emotional Skills 2) MOTOR SKILLS - Hand Eye Coordination 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 4) THINKING SKILLS - Problem Solving Other benefits of this game are: • Foster reading, speaking, & listening skills • Promote ability to follow directions • Sorting & classifying noun descriptors • Develops concentration & memory • Teaches how to categorize images and words according to different criteria</p>
Wednesday	Thursday
<p>Tricky Fingers - Rapid-fire Thinking skills. Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships MOTOR SKILLS - Fine Motor skills, Gross Motor skills, Hand Eye Coordination THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction Other benefits of this game are: • Develops ability to plan strategies • Increases focus & Concentration • Promotes patience & frustration tolerance • Teaches Critical thinking, Problem solving, Pattern recognition, Visual perception & spatial relationships</p>	<p>Think It Through® - Test taking made FUN! Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Science Concepts 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Spelling 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction Other benefits of this game are: • Self-Correcting “standardized testing” games • Explores Synonyms, Antonyms, Word Usage & Meaning, Homophones, Sentence and Paragraph Structure, and Spelling too. • Science (Earth, Physical & Life)</p>
Friday	NOTES:
<p>The Jumbo Book of Space - Astronomy Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Experimentation, Dramatic Play & Science Concepts 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication Other benefits of this book are: • Expands vocabulary and knowledge of Astronomy and Space in digestible segments • Boost interests & comprehension with kid-friendly science experiments and fun factoids • Presents information in Q & A format • Piques curiosity and fosters attention to detail • Strengthens visual literacy skills with diagrams, cartoons, photos, images and illustrations</p>	

Young Ivy Academy -Discovery Toys Science

6th Week Class Schedule

Monday	Tuesday
<p>Wiz Kidz – Logical thinking skills <u>Learning Styles:</u> Auditory, Kinesthetic & Visual <u>Learning Pathways offered by this toy:</u> 1) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 2) THINKING SKILLS - Problem Solving <u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Fosters quick thinking, logical reasoning, & categorical associations with words • Expands vocabulary, phonics, & language • Practice reading for meaning - understanding the things we read and retaining information • Helps children take the information they already know, sift through it, and process it in an entirely new way! 	<p>Play to Be Safe! – Covers safety topics <u>Learning Styles:</u> Auditory, Kinesthetic & Visual <u>Learning Pathways offered by this toy:</u> 1) EXPLORATION - Sensory Stimulation, Experimentation, Dramatic Play, and/or Social and Emotional Skills 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Cause and Effect, Problem Solving, & Strategy <u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Develop listening and critical thinking skills • Visualize real-life scenarios • Express ideas in words & respect others ideas • Explore consequences – positive & negative
Wednesday	Thursday
<p>Tactico! - Strategizing & Problem-solving <u>Learning Styles:</u> Kinesthetic & Visual <u>Learning Pathways offered by this toy:</u> 1) MATH - Computation, Logic, Sizes, Shapes, and Spatial Relationships 2) MOTOR SKILLS - Fine & Gross Motor skills, and Hand Eye Coordination 3) THINKING SKILLS - Problem Solving & Strategy <u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Foster quick thinking Math skills -- related to counting, adding, and subtracting • Provides fast paced game play for high-interest & low-frustration • Build self-esteem with instant learning & feedback 	<p>Think It Through® - Test taking made FUN! <u>Learning Styles:</u> Kinesthetic & Visual <u>Learning Pathways offered by this toy:</u> 1) EXPLORATION - Science Concepts 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Spelling 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction <u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Self-Correcting “standardized testing” games • Explores Synonyms, Antonyms, Word Usage & Meaning, Homophones, Sentence and Paragraph Structure, and Spelling too. • Science (Earth, Physical & Life)
Friday	NOTES:
<p>Mosaic Mysteries - Puzzling design challenge <u>Learning Styles:</u> Kinesthetic & Visual <u>Learning Pathways offered by this toy:</u> 1) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 2) MOTOR SKILLS - Fine & Gross Motor skills, and Hand Eye Coordination 3) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction 4) EXPRESSION - Arts, Crafts & Color <u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Teaches visual discrimination -Same/ Different • Explore positional concepts – (Next to, Near, Opposite, Middle, Under, Over and Edge) • Completing & following through on projects • Identify, sort, & match while being creativity 	

Young Ivy Academy -Discovery Toys Science

7th Week Class Schedule

Monday	Tuesday
<p>A to Z, Jr. - fast-paced thinking skills.</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Sensory Stimulation, Experimentation, & Dramatic Play 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Cause and Effect, Problem Solving, & Strategy <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Reinforces phonics and words knowledge • Listening to and following directions • Strengthens memory skills • Expands vocabulary & Category knowledge • Children learn to focus and use time wisely 	<p>Marbleworks® - Science & Construction</p> <p><u>Learning Styles:</u> Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Sensory Stimulation, Experimentation & Science Concepts 2) MATH – Logic & Spatial Relationships 3) MOTOR SKILLS - Fine & Gross Motor skills 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Promotes thinking skills & Logical reasoning • Demonstrates positional concepts – (In, Out, On, Drop, Down, Under, Up & Through) • Explores Gravity, Inclined Planes & Weight • Teaches the concept of object permanence • Reinforces “Cause & Effect” and Physics
Wednesday	Thursday
<p>Friendship Island – Social/Emotional ideas</p> <p><u>Learning Styles:</u> Auditory, Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Sensory Stimulation, Dramatic Play and/or Social & Emotional Skills 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Cause and Effect, Problem Solving, & Strategy <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Develops critical thinking skills • Express emotions & understanding self and others - Social and Emotional awareness • Respect the ideas and differences of others • Understand consequences – positive & negative 	<p>Think It Through® - Test taking made FUN!</p> <p><u>Learning Styles:</u> Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) EXPLORATION - Science Concepts 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Spelling 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction <p><u>Other benefits of this game are:</u></p> <ul style="list-style-type: none"> • Self-Correcting “standardized testing” games • Explores Synonyms, Antonyms, Word Usage & Meaning, Homophones, Sentence and Paragraph Structure, and Spelling too. • Science (Earth, Physical & Life)
Friday	NOTES:
<p>Puzzle Island – Solving Puzzles & Problems</p> <p><u>Learning Styles:</u> Kinesthetic & Visual</p> <p><u>Learning Pathways offered by this toy:</u></p> <ol style="list-style-type: none"> 1) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 2) THINKING SKILLS - Problem Solving 3) EXPRESSION – Writing Exploration <p><u>Other benefits of this book are:</u></p> <ul style="list-style-type: none"> • Sharpens comprehension & reasoning skills • Expands Vocabulary and introduces new concepts (Such as extinction & mysteries) • Fosters observation skills – with illustrations & challenging word puzzles and riddles • Storyline designed to teach young readers how to uncover keys & gather information • Develops critical thinking skills 	

Young Ivy Academy -Discovery Toys Science

8th Week Class Schedule

Monday	Tuesday
<p>From Time to Time Game – Time Concepts Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Experimentation, Dramatic Play 2) MATH – Computation & Logic 3) READING & LANGUAGE - Vocabulary 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction Other benefits of this book are:</p> <ul style="list-style-type: none"> • Identify & sequence daily activities with corresponding times of day • Teaches digital & analog clock time • Practice counting & noting the passage of time • Shows daily planning & time management • Understanding numerical time representations 	<p>Wiz Kidz – Logical thinking skills Learning Styles: Auditory, Kinesthetic & Visual Learning Pathways offered by this toy: 1) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 2) THINKING SKILLS - Problem Solving Other benefits of this game are:</p> <ul style="list-style-type: none"> • Fosters quick thinking, logical reasoning, & categorical associations with words • Expands vocabulary, phonics, & language • Practice reading for meaning - understanding the things we read and retaining information • Helps children take the information they already know, sift through it, and process it in an entirely new way!
Wednesday	Thursday
<p>Tactico! - Strategizing & Problem-solving Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) MATH - Computation, Logic, Sizes, Shapes, and Spatial Relationships 2) MOTOR SKILLS - Fine & Gross Motor skills, and Hand Eye Coordination 3) THINKING SKILLS - Problem Solving & Strategy Other benefits of this game are:</p> <ul style="list-style-type: none"> • Foster quick thinking Math skills -- related to counting, adding, and subtracting • Provides fast paced game play for high-interest & low-frustration • Build self-esteem with instant learning & feedback 	<p>Think It Through® - Test taking made FUN! Learning Styles: Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Science Concepts 2) MATH - Computation, Logic, Sizes, Shapes, Spatial Relationships 3) READING & LANGUAGE – Reading Comprehension, Vocabulary & Spelling 4) THINKING SKILLS - Cause and Effect, Problem Solving, Strategy, and Construction Other benefits of this game are:</p> <ul style="list-style-type: none"> • Self-Correcting “standardized testing” games • Explores Synonyms, Antonyms, Word Usage & Meaning, Homophones, Sentence and Paragraph Structure, and Spelling too. • Science (Earth, Physical & Life)
Friday	NOTES:
<p>A to Z, Jr. - fast-paced thinking skills. Learning Styles: Auditory, Kinesthetic & Visual Learning Pathways offered by this toy: 1) EXPLORATION - Sensory Stimulation, Experimentation, & Dramatic Play 2) READING & LANGUAGE – Reading Comprehension, Vocabulary & Communication 3) THINKING SKILLS - Cause and Effect, Problem Solving, & Strategy Other benefits of this game are:</p> <ul style="list-style-type: none"> • Reinforces phonics and words knowledge • Listening to and following directions • Strengthens memory skills • Expands vocabulary & Category knowledge • Children learn to focus and use time wisely 	

Workshop	Life Science Workshop			
	Week 1			
Dates	6/13	6/14	6/16	6/17
	Mon	Tue	Thu	Fri
Theme	Floating and Sinking	Floating and Sinking	Balancing and Gravity	Balancing and Gravity
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Oranges, Eggs, Salt, Food coloring, Play Dough	Oranges, Eggs, Salt, Food coloring, Play Dough	Marble, Ping-Pong balls,...	Marble, Ping-Pong balls,...
How the theory is applied to the life	Some facts about density will help students to do their activities	Some facts about density will help students to do their activities	Students will have to think of how physical forces can lead to what they see after each activity.	Students will have to think of how physical forces can lead to what they see after each activity.
1 Activity example among others	Building of boats with different shapes to check their buoyancy.	Building of boats with different shapes to check their buoyancy.	Making of a toy that is impossible to lie down.	Making of a toy that is impossible to lie down.
What students can benefit from the class	Understanding of essential concepts as density and buyoancy by fun and accessible experiments.	Understanding of essential concepts as density and buyoancy by fun and accessible experiments.	Students will be aware of the prominent place occupied by gravity in our everyday life.	Students will be aware of the prominent place occupied by gravity in our everyday life.
Notes	/	/	One activity will be done outside.	One activity will be done outside.
SEVERAL WORKSHOPS MAY SEEM TO BE WAY TOO DIFFICULT FOR YOUNG CHILDREN BUT IT IS NOT ABOUT FILLING THEIR BRAINS WITH COMPLEX THEORY BUT RATHER TO PLANT THE SEEDS OF SCIENCE AND HAVING FUN.				

Workshop	Life Science Workshop			
	Week 2			
Dates	6/20	6/21	6/23	6/24
	Mon	Tue	Thu	Fri
Theme	Life as the origin of rocks – Rock identification	Life as the origin of rocks – Rock identification	Trees and science – Dendrochronology	Trees and science – Dendrochronology
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Fossils , Limestone, Lenses, Acid,...	Fossils , Limestone, Lenses, Vinegar,...	Tree cross-section , rulers, leaves,...	Tree cross-section , rulers, leaves,...
How the theory is applied to the life	How can organisms create rocks ? How can I recognize sedimentary rocks ? What kind of information can I get from these rocks ?	How can organisms create rocks ? How can I recognize sedimentary rocks ? What kind of information can I get from these rocks ?	What is a tree ? How does it function ? How can I know the age of a tree ? Common trees observation and identification	What is a tree ? How does it function ? How can I know the age of a tree ? Common trees observation and identification
1 Activity example among others	Testing if the rock is limestone through a test with acid.	Testing if the rock is limestone through a test with acid.	Defining the age of a tree by describing the tree cross-section.	Defining the age of a tree by describing the tree cross-section.
What students can benefit from the class	Students will understand the essential link between living organisms and the mineral kingdom.	Students will understand the essential link between living organisms and the mineral kingdom.	Observation skills and start of a personal herbarium. Introduction to scientific diagram drawing.	Observation skills and start of a personal herbarium. Introduction to scientific diagram drawing.
Notes	Some facts about crude oil and natural gas will also be given to students.	Some facts about crude oil and natural gas will also be given to students.	Basic calculus is involved. This workshop will be conducted in a park near the school.	Basic calculus is involved. This workshop will be conducted in a park near the school.
SEVERAL WORKSHOPS MAY SEEM TO BE WAY TOO DIFFICULT FOR YOUNG CHILDREN BUT IT IS NOT ABOUT FILLING THEIR BRAINS WITH COMPLEX THEORY BUT RATHER TO PLANT THE SEEDS OF SCIENCE AND HAVING FUN.				

Workshop	Life Science Workshop			
	Week 3			
Dates	6/27	6/28	6/30	7/1
	Mon	Tue	Thu	Fri
Theme	Acid and Alkalis	Acid and Alkalis	Scientific classification of animals : a visual approach.	Scientific classification of animals : a visual approach.
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Universal indicator paper , Vinegar, Baking Soda, Toothpaste, Milk...	Universal indicator paper , Vinegar, Baking Soda, Toothpaste, Milk...	Computers, diagrams, drawing instruments.	Computers, diagrams, drawing instruments.
How the theory is applied to the life	Did you know that acids and alkalis are two types of chemicals that can be found in food ?	Did you know that acids and alkalis are two types of chemicals that can be found in food ?	Students will learn how to divide the animal kingdom in several groups.	Students will learn how to divide the animal kingdom in several groups.
1 Activity example among others	pH tests	pH tests	Why are ants closer to wasps rather than to spiders ?	Why are ants closer to wasps rather than to spiders ?
What students can benefit from the class	Basic chemistry	Basic chemistry	Computer skills, critical faculty enhancement.	Computer skills, critical faculty enhancement.
Notes	Students will have a complete freedom in choosing what they want to test and they can bring anything from home.	Students will have a complete freedom in choosing what they want to test and they can bring anything from home.	Partly based on software.	Partly based on software.
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Workshop	Life Science Workshop			
	Week 4			
Dates	7/4	7/5	7/7	7/8
	Mon	Tue	Thu	Fri
Theme	Pressure and Surface Tension	Pressure	Incredible Living Machine	Surface Tension
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Balloons, Drinking Straws, Nylons Strings, Candles...	Balloons, Drinking Straws, Nylons Strings, Candles...	Software , diagrams, drawing instruments, cooked fishes, ...	Matchsticks, Pepper, Soap,...
How the theory is applied to the life	Pressure and Surface Tension phenomena are used by transport systems:airplanes, boats,...	Pressure phenomena enable planes to fly thanks to some basic principles.	What is inside our bodies ? What is the function of each organ ?	Buyoancy alone can't explain why a coin which is denser than water don't sink. Surface tension also explains why water drops can hang before falling.
1 Activity example among others	Building of a balloon jet engine.	Building of a balloon jet engine.	Dissection of a cooked fish (nothing disgusting) to see its vertebrae.	Speedboat Matchsticks
What students can benefit from the class	It is very important to understand what are pressure and surface tension early because they are a basis for further physic concepts.	It is very important to understand what are pressure early because it isa basis for further physic concepts.	Knowledge about their bodies and health	Students will see interface between air and water in a different way.
Notes	Outside activities.	Outside activities.	Of course students may eat the fish flesh if they like it ^^	/
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Workshop	Life Science Workshop			
	Week 5			
Dates	7/11	7/12	7/14	7/15
	Mon	Tue	Thu	Fri
Theme	Plant Biology and Development – Flower dissection	Incredible Living Machine	Young American Naturalists	Plant Biology and Development – Flower dissection
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Flowers, scissors, Adhesive tubes, Small tongs, Seeds,...	Software , diagrams, drawing instruments, cooked fishes, ...	Lenses, Small tongs, Boxes, Notes from the classification workshop...	Flowers, scissors, Adhesive tubes, Small tongs, Seeds,...
How the theory is applied to the life	How does a plant function ? How can I grow a plant ? How to describe a flower ?	What is inside our bodies ? What is the function of each organ ?	Scientific classification is really funnier in a field but some knowledge is needed to describe what is found.	How does a plant function ? How can I grow a plant ? How to describe a flower ?
1 Activity example among others	Flower dissection of several species.	Dissection of a cooked fish (nothing disgusting) to see its vertebrae.	Catching and Observing all kind of living organisms.	Flower dissection of several species.
What students can benefit from the class	Dexterity and drawing skills. Students will be able to dissect and describe any flower in simple terms.	Knowledge about their bodies and health	Naturalism can inspire compassion, a sense of observation, and serve as the basis for natural sciences	Dexterity and drawing skills. Students will be able to dissect and describe any flower in simple terms.
Notes	Students are invited to bring any « natural » flower gathered at home or anywhere else.	Of course students may eat the fish flesh if they like it ^^	If any student is afraid of bugs, please tell me, I will look after him. Workshop conducted in a park near the school.	Students are invited to bring any « natural » flower gathered at home or anywhere else.
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Workshop	Life Science Workshop			
	Week 6			
Dates	7/18	7/19	7/21	7/22
	Mon	Tue	Thu	Fri
Theme	Sport and Science – How do I check my pulse? Why does it change when I run ?	Young American Naturalists	Optical Illusions : our eyes lie !	Sport and Science – How do I check my pulse? Why does it change when I run ?
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Watches, Calculators(optional), Tape, Funnels,...	Lenses, Small tongs, Boxes, Notes from the classification workshop...	Plenty of optical illusions, rulers, drawing instruments.	Watches, Calculators(optional), Tape, Funnels,...
How the theory is applied to the life	After an anatomical introduction of the heart and the blood circulation, students will check their pulse under different effort situations.	Scientific classification is really funnier in a field but some knowledge is needed to describe what is found.	We will see plenty of optical illusions and draw some of them to understand what triggers the illusions.	After an anatomical introduction of the heart and the blood circulation, students will check their pulse under different effort situations.
1 Activity example among others	Radial pulse checking.	Catching and Observing all kind of living organisms.	Drawing several optical illusions step by step.	Radial pulse checking.
What students can benefit from the class	Pulse checking is used by sportsmen and by emergency services to check overall heart health and fitness level.	Naturalism can inspire compassion, a sense of observation, and serve as the basis for natural sciences	A lot of fun ! Students will become aware of the ability of their brain to lie to themselves	Pulse checking is used by sportsmen and by emergency services to check overall heart health and fitness level.
Notes	We may build a stethoscope if we have time left !! Basic calculus is involved.	If any student is afraid of bugs, please tell me, I will look after him. Workshop conducted in a park near the school.	Most of complex optical illusions will be seen on computers.	We may build a stethoscope if we have time left !! Basic calculus is involved.
SEVERAL WORKSHOPS MAY SEEM TO BE WAY TOO DIFFICULT FOR YOUNG CHILDREN BUT IT IS NOT ABOUT FILLING THEIR BRAINS WITH COMPLEX THEORY BUT RATHER TO PLANT THE SEEDS OF SCIENCE AND HAVING FUN.				

Workshop	Life Science Workshop			
	Week 7			
Dates	7/25	7/26	7/28	7/29
	Mon	Tue	Thu	Fri
Theme	Food Science	Optical Illusions : our eyes lie !	How to Orientate Oneself in the World? Using Electricity and the Sun.	Food Science
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Iodine Indicator, TesTape strips , Brown paper Bread, Potatoes, Apples, any food available	Plenty of optical illusions, rulers, drawing instruments.	Watches, Needles, Corks,...	Iodine Indicator, TesTape strips , Brown paper Bread, Potatoes, Apples, any food available
How the theory is applied to the life	We eat food everyday but we don't know what is inside. Simple tests can give useful information about what it contains.	We will see plenty of optical illusions and draw some of them to understand what triggers the illusions.	Our ancestors didn't have GPS or maps but they needed to know where the North was.	We eat food everyday but we don't know what is inside. Simple tests can give useful information about what it contains.
1 Activity example among others	Testing if food is containing fat, glucose, starch.	Drawing several optical illusions step by step.	Finding the North after having been completely disorientated with no more than a watch.	Testing if food is containing fat, glucose, starch.
What students can benefit from the class	Knowing if our food contains fat and sugar helps in finding a good food equilibrium.	A lot of fun ! Students will become aware of the ability of their brain to lie to themselves	Every year thousands of people find themselves lost in forests, mountains,... because they can't know where the North is.	Knowing if our food contains fat and sugar helps in finding a good food equilibrium.
Notes	Of course students may eat all the healthy fruits they want.	Most of complex optical illusions will be seen on computers.	Students will share watches if they don't their own.	Of course students may eat all the healthy fruits they want.
SEVERAL WORKSHOPS MAY SEEM TO BE WAY TOO DIFFICULT FOR YOUNG CHILDREN BUT IT IS NOT ABOUT FILLING THEIR BRAINS WITH COMPLEX THEORY BUT RATHER TO PLANT THE SEEDS OF SCIENCE AND HAVING FUN.				

Workshop	Life Science Workshop			
	Week 8			
Dates	8/1	8/2	8/4	8/5
	Mon	Tue	Thu	Fri
Theme	Forensic Science : Chromatography and Fingerprints.	How to Orientate Oneself in the World? Using Electricity and the Sun.	Crazy Sounds	Forensic Science : Chromatography and Fingerprints.
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	«Special investigation powder»,a Crime scene, filter papers, alcohol,...	Watches, Needles, Corks,...	Drinking straws, different kinds of stings, Scissors, Cups,...	«Special investigation powder»,a Crime scene, filter papers, alcohol,...
How the theory is applied to the life	In a CSI scenario, students will apply chemistry and use lenses/microscopes to find out who is guilty.	Our ancestors didn't have GPS or maps but they needed to know where the North was.	Sound is one of the most sense we use the most. How to create a noise ? Why modifications of air circulation leads to different sounds ?	In a CSI scenario, students will apply chemistry and use lenses/microscopes to find out who is guilty.
1 Activity example among others	Collecting and comparing fingerprints.	Finding the North after having been completely disorientated with no more than a watch.	Students will create plenty of different sounds using drinking straws.	Collecting and comparing fingerprints.
What students can benefit from the class	Both methods require rigor and dexterity. Very exciting workshop !	Every year thousands of people find themselves lost in forests, mountains,... because they can't know where the North is.	Air circulation and vibrations is used by musicians, physicists and car engineers. Students will understand the link between these different views of air vibration.	Both methods require rigor and dexterity. Very exciting workshop !
Notes	Students will be able to detect and capture fingerprints alone. They may check if their fingerprint pattern is the same in their family.	Students will share watches if they don't their own.	/	Students will be able to detect and capture fingerprints alone. They may check if their fingerprint pattern is the same in their family.
SEVERAL WORKSHOPS MAY SEEM TO BE WAY TOO DIFFICULT FOR YOUNG CHILDREN BUT IT IS NOT ABOUT FILLING THEIR BRAINS WITH COMPLEX THEORY BUT RATHER TO PLANT THE SEEDS OF SCIENCE AND HAVING FUN.				

Workshop	Life Science Workshop			
	Week 9			
Dates	8/8	8/9	8/11	8/12
	Mon	Tue	Thu	Fri
Theme	Young Engineers Competition : to make a parachute, to create a strong structure with spaghettis.	Crazy Sounds	Memory mnemonics – Social Science experiments.	Young Engineers Competition : to make a parachute, to create a strong structure with spaghettis.
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Plastic bags, Nylon strings, Scissors, Spaghettis, ...	Drinking straws, different kinds of stings, Scissors, Cups,...	/	Plastic bags, Nylon strings, Scissors, Spaghettis, ...
How the theory is applied to the life	Students will use all their skills and creativity to apply their scientific knowledge.	Sound is one of the most sense we use the most. How to create a noise ? Why modifications of air circulation leads to different sounds ?	The concept of memory may not be palpable, but with a few experiments	Students will use all their skills and creativity to apply their scientific knowledge.
1 Activity example among others	Making of a parachute.	Students will create plenty of different sounds using drinking straws.	Memory test with and without mnemonics methods.	Making of a parachute.
What students can benefit from the class	It is all about designing experiments, testing prototypes, making hypotheses.	Air circulation and vibrations is used by musicians, physicists and car engineers. Students will understand the link between these different views of air vibration.	Students will learn how to use mnemonics to increase their memory.	It is all about designing experiments, testing prototypes, making hypotheses.
Notes	Students are invited to find a light object to use with the parachute. The best parachute maker will get a special surprise.	/	/	Students are invited to find a light object to use with the parachute. The best parachute maker will get a special surprise.
SEVERAL WORKSHOPS MAY SEEM TO BE WAY TOO DIFFICULT FOR YOUNG CHILDREN BUT IT IS NOT ABOUT FILLING THEIR BRAINS WITH COMPLEX THEORY BUT RATHER TO PLANT THE SEEDS OF SCIENCE AND HAVING FUN.				

Workshop	Life Science Workshop			
	Week 10			
Dates	8/15	8/16	8/18	8/19
	Mon	Tue	Thu	Fri
Theme	Genetics and DNA extraction !!	Genetics	Memory mnemonics – Social Science experiments.	DNA extraction !!
Grades	2th-4th	5th-8th	2th-4th	5th-8th
Materials	Distilled water, Dish washing liquid, Salt, Bananas, Test tubes, Alcohol,...	Computers, Photos, Personal Family Tree,...	/	Distilled water, Dish washing liquid, Salt, Bananas, Test tubes, Alcohol,...
How the theory is applied to the life	Students will be introduced to genetics in a very simple way. Yet they will understand why they share some characteristics with their parents.	Students will be introduced to genetics in a very simple way. Yet they will understand why they share some characteristics with their parents.	The concept of memory may not be palpable, but with a few experiments	Our tiny cells contain plenty of information in a structure called DNA. Let us make it appear.
1 Activity example among others	DNA extraction from banana cells.	Pedigree Analysis: A Family Tree of Traits	Memory test with and without mnemonics methods.	DNA extraction from banana cells.
What students can benefit from the class	Students will understand that genes are instruction manuals of our bodies. DNA extraction will enable students to see what is all the information contained in cells.	Students will understand that genes are instruction manuals of our bodies.	Students will learn how to use mnemonics to increase their memory.	DNA extraction will enable students to see what is all the information contained in cells.
Notes	DNA extraction will work only if every step has been done very well.	/	/	DNA extraction will work only if every step has been done very well.
SEVERAL WORKSHOPS MAY SEEM TO BE WAY TOO DIFFICULT FOR YOUNG CHILDREN BUT IT IS NOT ABOUT FILLING THEIR BRAINS WITH COMPLEX THEORY BUT RATHER TO PLANT THE SEEDS OF SCIENCE AND HAVING FUN.				