Interstellar Cinderella

RIF EXTENSION ACTIVITIES FOR EDUCATORS

STEAM-THEMED: SCIENCE, TECHNOLOGY, ENGINEERING, ART, MATH

SCIENCE SCIENTIFIC CINDERELLA SEARCH

Think about the steps involved in the scientific method: observation, questioning, experimentation, recording results, drawing conclusions, and reporting findings. How did the prince in *Interstellar Cinderella* use this method to find Cinderella? Compare his method to another prince from a similar story. Did he follow

the same steps? What did he do differently? Did he have the same results?

TECHNOLOGY, ENGINEERING RED PLANET ROVER



In the story, Interstellar Cinderella's fairy godrobot saves the day. Did you know that there are lots of

robots in space in real life? Read this article to learn how NASA uses robots: www.nasa.gov/ audience/forstudents/k-4/stories/nasa-knows/ what_is_robotics_k4.html. Then, test your robot programming skills with this fun interactive game: www.nasa.gov/audience/foreducators/robotics/ home/ROVER.html. To see the real Mars Rovers in action, visit http://mars.nasa.gov. How do robots help us explore places humans can't go?

ENGINEERING, SCIENCE, ART CRAFTING CRAFTS

Materials: egg cartons, paper towel tubes, pipe cleaners, scrap paper, milk cartons (pint), paint, markers, tape, glue, scissors

Show students several pictures of different types of space craft. Encourage them to come up with their own version of the ultimate vehicle for space travel. Have students sketch their ideas then use scrap materials to make and decorate their space crafts. When construction is complete, students should write about their models. What makes it unique? Where is it going to travel and why? Who will it carry?

ART, SCIENCE CONSTELLATION CREATIONS

Materials: black paper, push pins, white crayons, carpet square

The constellations in the book were made up. Have students create their own constellations by drawing a design on the black paper with white crayons. Students should draw several main stars to act as connectors for the shape. Then, place the paper on top of the carpet square. Using the push pin, make a hole at each of the main star points. Hang the papers in a sunny window to see the stars shine!

MATH FAIRY TALE FACTS

Both Interstellar Cinderella and Cinderella ran away before the clock struck twelve. One was in a

spaceship and the other a carriage. Using this information, make up at least three fairy tale facts and word problems that have to do with either time, distance traveled, or speed. Example: Cinderella's carriage could travel at a speed of 20 miles per hour. How long would it take her to get home if she lived 15 miles from the castle?





