Imani's Moon

RIF EXTENSION ACTIVITIES FOR EDUCATORS

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

SCIENCE, TECHNOLOGY MOON PHASE MADNESS

Materials: basketball, flashlight, internet access

Introduce moon phases with one of these short videos: www.youtube.com/watch?v=nXseTWTZlks or www.jpl.nasa.gov/education/videos/videos/moonphases/moonphases-excerpt.mov. Students

should take notes and record vocabulary. To demonstrate moon phases, have one student (sun) hold a flashlight high in the air. Have another student (Earth) stand about 10 ft. in front of the first student, holding the basketball (moon). Have the student with the ball rotate slowly while holding the ball up high. What moon phases can students recognize?



TECHNOLOGY

JUST A PHASE

See if students understand moon phases with this fun challenge game: http://sciencenetlinks.com/interactives/moon/moon_challenge/moon_challenge.html. Learn more about moon phases by exploring NASA's Scientific Visualization Center: http://svs.gsfc.nasa.gov/cgi-bin/details.cgi?aid=4236.

TECHNOLOGY, WRITING

COMPARE, CONTRAST

Watch this video about Brandon Todd: www. brandontodd.tv/events/the-fivefive-documentary. Afterward, have students create a Venn diagram comparing his story with Imani's.

ENGINEERING, ART, WRITING

CREATIVE CONSTELLATIONS

Materials: toothpicks, mini marshmallows, paper and pencil

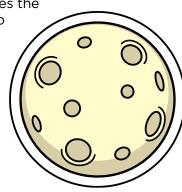
Figures in the stars are called *constellations*. Research popular constellations. Choose one. How did it get its name? Have you ever seen it in the sky? Make a model of it using toothpicks stuck together with mini marshmallows. Then, design and build your own constellation with toothpicks and marshmallows. Name it and write a story—myth—to explain how it came to be.

ART, TECHNOLOGY, SCIENCE

FULL MOON DESIGN

Provide students with a plain white circle of paper (full moon). Have them go to http://farmersalmanac.com/full-moon-names and read about the different names the

Algonquin tribes gave to each full moon. Have students choose one name and create a design on their paper moon that best represents its name, description, and season.



MATH

THE HIGH JUMP

Have students brainstorm ways to measure how high someone can jump. How can they ensure their method is accurate? Once a method has been determined, have students take turns jumping while being measured. Students should work with a partner and record at least 3 jumps each, if able. This would be a great way to practice averages!