# Each Kindness

## **RIF EXTENSION ACTIVITIES FOR EDUCATORS**

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

### SCIENCE **CAUSE AND EFFECT**

What is a ripple effect? Explain that it's not always easy to determine *cause* and *effect*. As a class, brainstorm simple experiments to determine immediate cause and effect (e.g., mixing baking soda and vinegar, blowing bubbles, dropping an item into liquid, putting celery in colored water). Test a few out. Can students think of any false examples of cause and effect?

#### **TECHNOLOGY**, WRITING **RANDOM ACTS OF KINDNESS**

As a class, make a video or write a story explaining how you're encouraging students to be kind. Visit **www.** randomactsofkindness. org to learn about an organization dedicated to promoting kindness. Become a member and



share your class's story. Students can also submit stories of their own individual acts of kindness. Then share your story with the book's author: www.jacquelinewoodson.com/community-forum

## **ENGINEERING, SCIENCE, MATH STRENGTH IN NUMBERS**

Materials: uncooked spaghetti, string, plastic cup, paper clip

Poke 2 holes near the top of the cup; attach string so the cup hangs. Unbend the paper clip into an "s" shape; tie the clip to the end of the string like a hook. Let students make "beams" of spaghetti by tying noodles together with string. Test the strength of the beams by placing them across a gap between two desks, hanging the cup on the

beam, and adding weight until the beam snaps. How much weight will



Twenty? Fifty? Record your results and discuss. How does this experiment relate to the story?

## **ART, WRITING, TECHNOLOGY** WHAT A CARD!

Have students make cards for a grandparent or older relative. Students can also write to a veteran or someone in the military (www.operation gratitude.com/writeletters), or to someone in a nursing home with no family (www.facebook.com/ thelonelyelderly).

## MATH, ART **KINDNESS JAR**

Make a class kindness jar! When a student sees a classmate being kind, they should write the date, the classmate's name, and the kind act and put it

in the jar. (Students can't add their own acts!) When the jar is full, use the information to explore math concepts. For example, make a tally or graph to show who performed the most acts. which acts were most common, when the most acts occurred. etc. You can also track how long the jar takes to fill up and whether the acts increase or decrease over time.





