

# Enrichment Ideas for Teachers

## PRIMARY ACTIVITY

### Gingerbread Person Trap

#### Materials:

- variety of craft materials (pipe cleaners, popsicle sticks, tissue paper, construction paper, etc)

**Task:** Can you create a trap that will catch and hold one gingerbread person?

- Students will construct a gingerbread man trap and demonstrate how the trap works
- Give students a time parameter to build and test their trap
- Encourage students to be as creative as they want
- Remind students to add items to entice the gingerbread man to the trap

## WRITING ACTIVITY

*Plan a snowman's vacation. Consider the following:*

*Where will the snowman go?  
What activities will the snowman do?  
What special foods will the snowman eat?  
What clothing will your snowman need?  
What will the daily schedule for your snowman be?*

## INTERMEDIATE ACTIVITY

### City in the Sky - John Spencer: Design Thinking

You are leading an elite team of engineers and innovative architects that will design the first ever city in the sky. Consider the following:

- Where will the people live?
- What will the buildings be like?
- What types of architectural style would they have?
- What types of transportation will the residents use, maybe floating pods or perhaps parkour skills?
- How would you take care of health and sanitation?
- What would the school be like and what would the students learn?
- What types of technology would they use?
- How would they communicate?
- What will the food be like and how would they grow it?
- What would people do for fun?
- What kind of sports would be popular?
- What would be the entertainment?
- How would a layout look?
- How would the city be organized?

Your city must be safe, self-sustaining and ideal for everyday life. You can create a model or design a city with technology and don't forget to experiment and make tons of glorious mistakes!

## PASSION PROJECT TASK

*Are there any movies about your topic?  
Write the names of the movies in your journal.*

# Enrichment Resources for School Use

## ADVANCED LEARNING KITS

The Advanced Learning Team has put together kits to use in your classroom. All kits can be used as whole class activities or small group/individual tasks. All kits come with materials, books, lesson outlines, curricular connections, and extensions. New kits will be available every month.

**A District Advanced Learning teacher will drop off the kits to your school and will be available to discuss how to adapt the kit with your class in mind. No need to replace the materials, we will do it for you upon kit return!**

### CREATIVE AND CRITICAL THINKING KITS

**Tower of Power (1-7)** – Think like an architect and create a tower with the materials included.

**Geometry and Art (4-7)** – Use geometric shapes to inspire art.

**Math Patterns in Art and Nature (4-7)** – Create artwork inspired by mathematical patterns found in nature.

### PERSONAL AND SOCIAL KITS

**Yoga Kit (K-7)** – Move and strengthen your body to promote physical, emotional and mental well being.

**Kindness Kit (K-3)** – Learning about compassion, empathy, courage and responsibility to strengthen your understanding of kindness.

### COMMUNICATION KITS

**Invent-O-Mania (3-7)** - Learn the characteristics of being an inventor and use these skills to solve an everyday problem. Students will share their inventions with others.

To book a kit or see what other kits are available please contact the DISTRICT Advanced Learning Helping Teacher for your school

Burnaby Advanced Learning <http://blogs.sd41.bc.ca/advancedlearning/>

# SOCIALLY DISTANT ACTIVITY: ESCAPING WINTER WONDERLAND

(from *ashphaltgreen.org*)

**Who:** Grades K-8 **Players:** 2+

**Time:** 10 minutes+

**Equipment:** Cones or tape

## HOW TO PLAY

- Players line up standing 6 feet away from each other. The facilitator will set up cones in a square grid.
- The cones have a secret maze, and the facilitator knows the pathway through.
- The first player in line must make his or her way from the start cone to the end cone.
- If the player makes a wrong move, he or she needs to do five jumping jacks and go to the end of the line. Then, the next person in line goes.
- Continue until someone makes it to the end cone, then start a new round with a new maze.

## CHECK FOR UNDERSTANDING

- Where do players have to go?
- If a player makes a wrong move, where does he or she go?

## GAME TIP

- Have different players come up with the secret maze each round.

## CONFLICT RESOLUTION TIP

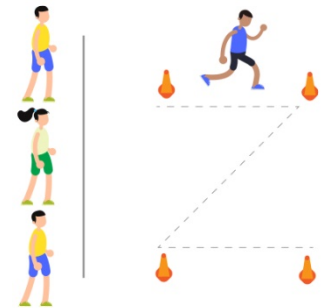
- Encourage students to help each other solve the maze.

## EXTENSIONS

**Easy:** Have a race with two grids.

**Medium:** Have a time limit.

**Hard:** Have two mazes on one grid.



## PROFESSIONAL GROWTH RESOURCES (BOOKS FOR TEACHERS)

Books you can borrow from the Advanced Learning Team to inspire your teaching practice:

- ▶ *Active Questioning* by Nancy Johnson
- ▶ *Questioning makes the Difference* by Nancy Johnson-Farris
- ▶ *Asking Smart Questions* by Dr. Jacqueline Frischknecht and EllaMarie Schroeder
- ▶ *The Book of What If...?* by Matt Murrie and Andrew R. McHugh
- ▶ *Raising the Rigor* by Eileen Depka
- ▶ *Creativity Tackle Box* by Laura Magner
- ▶ *Comprehension & Collaboration: Inquiry Circles in Action* by Stephanie Harvey and Harvey Daniels
- ▶ *Power Up Your Creative Mind* by Kathy Frazier and Elaine Reynolds
- ▶ *Higher-Order Thinking Skills* by Wendy Conklin
- ▶ *Differentiating Instruction* by Roberts and Inman
- ▶ *Differentiated Learning* by Kathy Paterson

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