

Play Lab

News

THEME #2: FAIRY TALES

This year the Play Lab will have an even tighter link to STEAM activities. Check it out...

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Geography

This month we're highlighting the science of geography! Fairy tales come from all over the world. Check out our map with your students to talk about the setting/origin for some stories they might know.

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Coding Caterpillar

Isn't he adorable? The Coding Caterpillar is a nifty early coding toy, but the kiddos *may* need a bit of introduction to it. Swap out the order of his body parts and hit the button on his head. Use the red and green disks. He works best on the floor.

E



3 Pigs Construction

Call this fan the Big Bad Wolf! Your students will enjoy building in the 3 Pigs Construction table. Once they've built homes from straw, sticks, and bricks, turn on Big Bad and see what happens.

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Pumpkin Vehicles

Cinderella had a pumpkin carriage, but your students can create any kind of pumpkin vehicle they can imagine! This is an art project, so it's outside of the process art area, but of course the kids can bring any tools over they need.

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Counting

How many steps does it take to get from one end of the beanstalk to the other? Does the number change if kids take baby steps? Or giant steps? Or golden goose steps?

The Fairy Tale Challenges

- How high can your class build a Magnatile wall before Humpty Dumpty takes a tumble? There's a chart for you to record your best effort.
- How many LEGO Rapunzels are in the jar? Practice estimation skills and log your class' best guess. The class that comes the closest without going over (standard Price is Right rules!) wins the jar for keepsies.