peg + cat
Camp
Day 5
Day 5

Math Concept: patterns

Really Big Problem

- The county fair is today, and the animals are out of order for the parade!

Agenda

- Introduction
- Pattern Exploration
- Farm Animal Pattern Practice
- Sound Patterns
- Snack Break
- Standing Animal Order
- Wrap-Up
- Play Time or Exploration
### Day 5

#### Goals
- Identify visual, sound, and physical patterns
- Practice visual patterns
- Create visual patterns
- Practice sound patterns
- Have a parade

#### Media
- Space Patterns
- Step-Step-Bounce
- Short-Short-Short-Long

#### Materials
- Red and blue star cutouts (see appendix)
- Plastic farm animals or animal counters
- Boomwhackers
- Butcher paper
- Marker
- Tape
- Animal mask handouts
- Scissors
- Glue dots
- Wood craft sticks
- Crayons (optional)
- Farm scene poster
- Farm elements cutout (animals)

#### Daily Preparation
- Encourage campers to check on plant growth and water their vegetables as they enter the classroom.
- Cut out red and blue stars, enough for each camper to have three per color.
- Print copies of animal mask handout, one per camper (you can download masks from this website: [www.lifeovercs.com/free-farm-printables](http://www.lifeovercs.com/free-farm-printables)). Review the “Standing Animal Order” activity on page 48 for more instruction.
Introduction (15 minutes)

Goals: review yesterday’s activities, introduce a
Really Big Problem

We’ve got a Really Big Problem! The county fair is today, and the animals are out of order for the parade!

• Review yesterday’s activities with campers. How were you able to find the missing watering can? What did Peg measure with in the video you watched? What did you measure with yesterday?

• It’s the last day of camp! The farmer is taking the animals to a county fair to show them off, but they’re out of order! We’ve got a Really Big Problem!

Yesterday We...
• Identified landmarks on a map
• Followed a trail on a map
• Found the missing watering can
• Measured classroom objects using everyday items
• Measured classroom objects using the Cat Measuring Tool

Social-Emotional Learning
This is the final, culminating activity of camp, but if the farmer can’t get the animals in order, they won’t be able to go to the county fair! This moment might cause Peg – or a facilitator – to totally freak out! Act out this moment, and then use the self-regulation strategy with campers.
Pattern Exploration (20 minutes)

**Goals:** identify visual, sound, and physical patterns

**Media:** Space Patterns, Step-Step-Bounce

**Materials:** red and blue star cutouts

- The farmer wants the animals organized in a pattern. What do campers know about patterns? Can they give an example?
- There are many different kinds of patterns: visual (colors or shapes), sounds, or even motions. Practice each type of pattern together as a group.
- Watch *Space Patterns*. What pattern did campers notice? Pass out red and blue star cutouts to each camper, and ask them to make patterns with the stars. Try the pattern from the video first (blue-red-blue-red).
- Watch *Step-Step-Bounce*. What pattern did campers notice? Have the campers stand up, spread out, and practice step-step-bounce by following the facilitator around the classroom.

**MATH MOMENT**
Throughout this activity, remind campers that a pattern must repeat at least twice. 1-1-2 is not a pattern; 1-1-2-1-1-2 is.

**MATH MOMENT**
To extend this activity, speak or act out a pattern and then ask campers what comes next!
**Farm Animal Pattern Practice**  (25 minutes)

**Goals:** practice visual patterns, create visual patterns  

**Materials:** plastic farm animals or animal counters  

- Help the campers practice getting the farm animals into a pattern! Distribute plastic farm animals or animal counters. Give campers an animal pattern and allow them to practice. Give them several patterns to practice.  
- Working in pairs, have the first camper make a pattern of his or her own, and have the second camper try to guess the pattern and what comes next.

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**Sound Patterns**  (15 minutes)

**Goals:** practice sound patterns  

**Media:** Short-Short-Short-Long  

**Materials:** Boomwhackers  

- The farmer also wants a special sound pattern to accompany the animals in the parade. Watch *Short-Short-Short-Long*. What pattern did campers notice? Practice singing or speaking this pattern.  
- Demonstrate how the Boomwhackers make sound. Establish rules before giving them to campers, most specifically not to hit other campers and not to use their Boomwhackers before their teacher tells them to.  
- Place the Boomwhackers in front of campers so that they don’t immediately start using them before everyone has one. When everyone has one, lead the campers in performing several short sound patterns (for example, short-short-short-long).

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**TEACHER TIP**  
Be sure to space campers apart so that they have enough room to use the Boomwhackers safely.

**MATH MOMENT**  
To extend this activity, ask a camper to make his or her own sound pattern. Then, have the group try to repeat it.
Snack Break (10 minutes)

Standing Animal Order (30 minutes)

Goal: practice visual patterns

Materials: butcher paper, marker, tape, animal mask handouts, scissors, glue dots, wood craft sticks, crayons (optional)

- It’s time for the parade! What pattern would campers like the animals to stand in? Using butcher paper, have campers vote to determine which animal should come first, second, and third in the parade. Tape the animals to the wall in order to remind campers of the pattern that they chose.
- Give each camper an animal mask handout, and assist campers in cutting the masks out and attaching them to wood craft sticks with glue dots. If time allows, have them spend a few minutes coloring and decorating their masks.
- Allow the campers to figure out how to place themselves in the animal pattern. Once they are in the right order, check the pattern by having each camper say their animal in order.
- Lead the campers in a short parade around the classroom, building, or, if time permits, outside.
- You helped the farmer put the animals into the correct order and got them to the County Fair! Sing Problem Solved to celebrate!
Wrap-Up (15 minutes)

Goal: review the week’s activities

Materials: farm scene poster, farm elements cutout (animals)

- Review with campers everything you accomplished this week and all of the problems that you solved. Add the animals to the farm scene poster as you discuss them.
- Sing *Problem Solved* one last time!

Play Time or Exploration (30 minutes)

TODAY WE...
- Identified visual, sound, and physical patterns
- Practiced visual patterns
- Created visual patterns
- Practiced sound patterns
- Had a parade
Day 5

Math Concept: patterns

Really Big Problem

- The county fair is today, and the animals are out of order for the parade!

Introduction (15 minutes)
- **Goals**: review yesterday’s activities, introduce a REALLY BIG PROBLEM

Pattern Exploration (20 minutes)
- **Goals**: identify visual, sound, and physical patterns
- **Media**: Space Patterns, Step-Step-Bounce
- **Materials**: red and blue star cutouts

Farm Animal Pattern Practice (25 minutes)
- **Goals**: practice visual patterns, create visual patterns
- **Materials**: plastic farm animals or animal counters

Sound Patterns (15 minutes)
- **Goal**: practice sound patterns
- **Media**: Short-Short-Short-Long
- **Materials**: Boomwhackers

Snack Break (10 minutes)

Standing Animal Order (30 minutes)
- **Goals**: practice visual patterns, have a parade
- **Materials**: butcher paper, marker, tape, animal mask handouts, scissors, glue dots, wood craft sticks, crayons (optional)

Wrap-Up (15 minutes)
- **Goal**: review the week’s activities
- **Materials**: farm scene poster, farm elements cutout (animals)

Play Time or Exploration (30 minutes)
Day 5 Red and Blue Star Cutouts
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