

# Post-Trip Activities

The following information and activities are provided to help your students get the most out of their trip to the Discovery.



**Program name:** Spark!Lab Special

**Standards addressed in the program:**

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**LANGUAGE ARTS:**

**SL.4.1** Engage effectively in a range of collaborative discussions.

**L.4.6** Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal precise actions, emotions, or states of being and that are basic to a particular topic.

**SCIENCE:**

**NS 5.A.5** Students know how to plan and conduct a safe and simple investigation.

**NS 5.B.2** Students know technologies impact society, both positively and negatively.

**NS 5.B.3** Students know the benefits of working with a team and sharing findings.

Key Vocabulary	Literacy Connection (books to read):
prototype	1001 Inventions That Changed the World by Jack Challoner
Inventor	Mistakes that Worked by Charlotte Jones
Invention process	Girls Think of Everything: Stories of Ingenious Inventions by Women by Catherine Thimmesh
	They All Laughed... From Light Bulbs to Lasers: The Fascinating Stories Behind the Great Inventions That Have Changed Our Lives by Ira Flatow
	The Kid Who Invented the Popsicle: And Other Surprising Stories about Inventions by Don L. Wulffson
	So You Want to Be An Inventor? by Judith St. George
	Kids Inventing! A Handbook for Young Inventors by Susan Casey
	The Kids' Invention Book (Kids' Ventures) by Arlene Erlbach
	Imaginative Inventions: The Who, What, Where, When, and Why of Roller Skates, Potato Chips, Marbles, and Pie (and More!) by Charise Mericle Harper

**Reflection activities** - these activities allow your students to build their metacognitive skills by thinking about their experience and learning at the museum.

These reflection questions can be done through discussion or in writing or both.

1. Ask students to remembering and think about what was experienced at the Discovery. What did they like the best? What did they learn? Were they surprised by anything?
2. Discuss/write about how their experiences relating to current and prior experiences. Did anything they saw connect to what they are learning in school?
3. Revisiting their experience at the Discovery by looking at the value of the experience and exploring what else can be learned from it.
4. Would students do anything differently if they returned to the Discovery?

**Extension activities** - Build on your Discovery experience with the following activities in your classroom.

1. Provide a variety of recycled material and have students use their Spark!lab notebook to design an invention.
2. Research local inventors in our area.

3. Have students research and present in small groups about famous inventors.
4. Visit the National Gallery for Young inventors online at <http://www.nmoe.org/gallery/> to learn about many amazing kids who are inventing today.

**Home connection** – Build on your discovery experience by having students do these activities at home.

1. Have students pick a common object in their home and list 10 other ways you could use it.
2. Have students make a list with their parents or guardians of items that have been invented since they were their student's age.

**When you come back** – Encourage students to return to the museum and teach their parents about something that you learned at the museum.