

Lesson Plan

Academic Support Enrichment

Healthy Choices

LESSON TITLE:	After the Fall: How Humpty Dumpty Got Up Again
LESSON GOAL:	The students will learn to create paper darts and flyers and modify them to improve flight.
PRE-CLASS ACTIVITY: (Gather & prepare items needed: snacks, activity centers, etc. Pick up students as required.)	Choose a short activity to keep students together during sign-in. Word Wheel Puzzle Make words using the letters - you must use the letter in the center circle
WELCOME and ANNOUNCEMENTS: (Establish rapport with individual students by greeting and asking about their day as they arrive at the program.)	 One staff member should address and welcome the overall group into the program daily. Introduce any new staff or staff substitutes, and introduce new students to everyone. Announce & explain the day's activities, including where the various activities will be held. Review student behavior expectations.
INTRODUCE THE BOOK/STORY: (Read the story or use the video link.)	Say to the Students: Who can say the Humpty Dumpty rhyme? What happened to Humpty Dumpty? The book today is about what it might have been like if Humpty Dumpty were put back together again. Link to Video Book: After the Fall: How Humpty Dumpty Got Back Up Again
DISCUSSION QUESTIONS: (Use questions or facilitate a discussion about the story.)	Use the questions below to facilitate a book discussion. 1. Why did Humpty Dumpty like being on the high wall? 2. How did Humpty Dumpty feel when he was too scared to climb the ladder to see the birds fly? 3. What do you think "Life begins when you get back up" means?



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ACTIVITY INTRODUCTION: Supplies Needed: templates, tape, scissors, paper clips, bond paper	Say to Students: In the story flying paper airplanes made Humpty Dumpty feel better because it was like soaring with the birds. Today we are going to make some paper flyers. Watch the video: Make It Fly!
ACTIVITY/PROJECT: Students should be doing their own work, including cutting, glueing, coloring & painting.	Activity Link: Make It Fly Instructions After flying the plane and helicopter ask the "Think & Talk About It" questions. Complete the steps in the Investigate section. Read the Did You Know section.
CLOSING DISCUSSION: (Review activity through discussion or questions).	Read and discuss the last 2 sections of Make It Fly. • What's the Science? • Science In the World
GROUP GAME: Developmental Goal: To provide an opportunity to practice the basic skills used for traditional basketball.	 Read through the game instructions beforehand, so you can teach the activity. Use an attention-getter to gather students and make sure they are listening. Explain the game, the rules, and how to play the game. Check for understanding, and have a few kids and staff demonstrate play. Link to game: Around the World
LEARN MORE: (Extend activity using a related subject).	Say to Students: We will watch the video of the Guinness Record Holding 29.2 second paper airplane flight. This event takes place in Japan and they are speaking Japanese, please be respectful as we watch this amazing flight. Takua Toda
CLOSING: (Acknowledge the student & parent).	Have the students show their parents their flyers.