

STORYTIME INVENTING

1ST GRADE

ACTIVITY GUIDE



KIDSPARK
EDUCATION

Invent a Windmill

SLIDE COMPANION

I CAN...

- build a model of a windmill.
- tell about my windmill and its parts.



STEP 01: READ VOCABULARY

Qq is for
question

STEP 01: READ VOCABULARY



A **question** is when you ask something to learn more. Questions help us find out new things!

STEP 01: READ SOUND AWARENESS

Question starts with the blend qu which makes the sound / **kw** /.

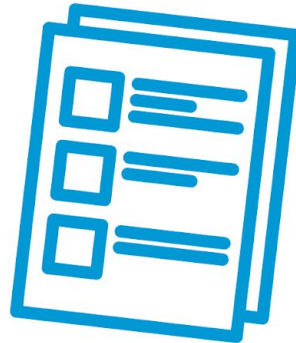
question

STEP 01: READ SOUND AWARENESS

Which word below also starts with the sound / **kw** /?



COIN



QUIZ



CUP

STEP 01: READ

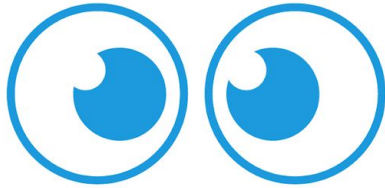
The Boy Who Harnessed the Wind

by William Kamkwamba and Bryan Mealer



- What do you see on the cover?
- What do you think this story will be about?

STEP 01: READ STORY EXPECTATIONS



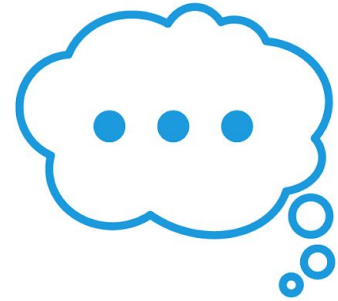
1. Eyes watching



2. Voices off



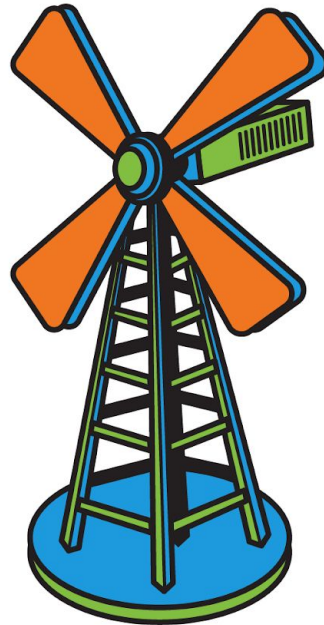
3. Body still



4. Think about
the story

STEP 02: LEARN & EXPLORE

Learn about the different parts of a windmill!



STEP 02: LEARN & EXPLORE



ROTOR

The rotor is the middle part that connects the blades and helps them spin.



BLADES

Blades are the big arms that catch the wind and spin around.



TOWER

The tower is the tall poles that hold up the windmill so it can reach the wind.



GENERATOR

The generator is a machine inside the windmill that turns spinning power into electricity.



BASE

The base is the bottom part that keeps the windmill strong and steady.

STEP 03: INVENT

Your task:

Create your own windmill using Kid Spark blocks!



STEP 03: INVENT

We agree that...



Inventors share.



Inventors listen.



Inventors build
together.

STEP 03: INVENT

How to Talk to Others



Sharing an Idea:
"I have an idea."



Asking a Partner:
"What do you think?"



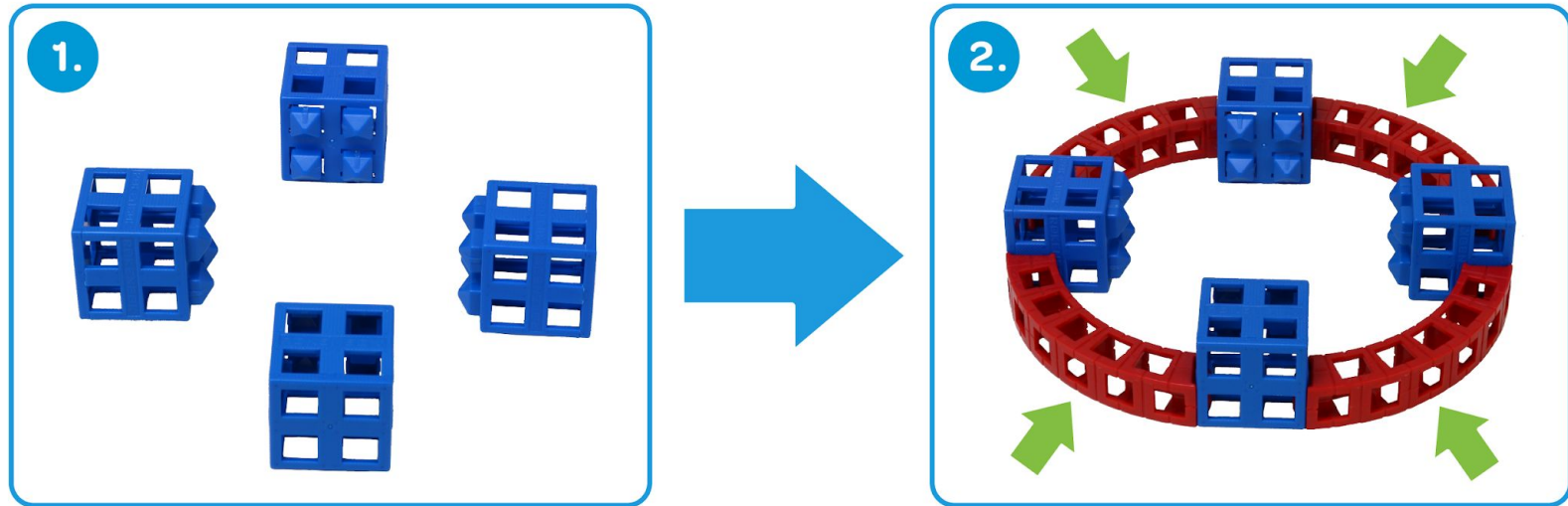
Taking Turns:
"Your turn, then my turn."



If You Don't Agree:
"Let's try something else!"

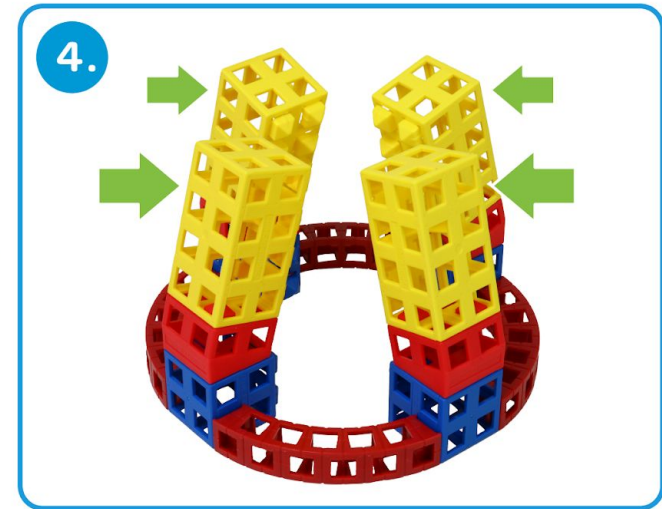
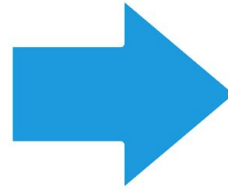
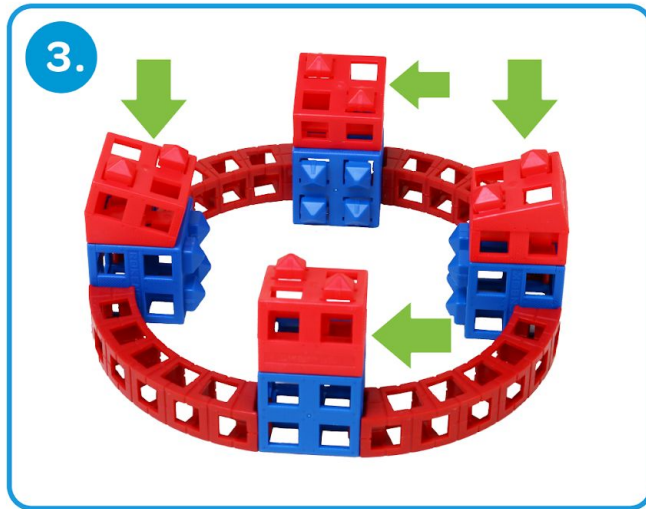
STEP 03: INVENT

How to Build the Example Windmill



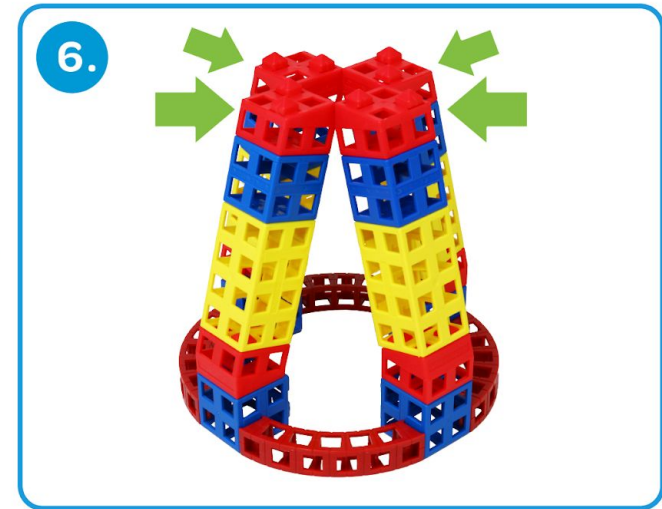
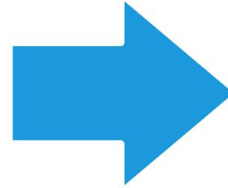
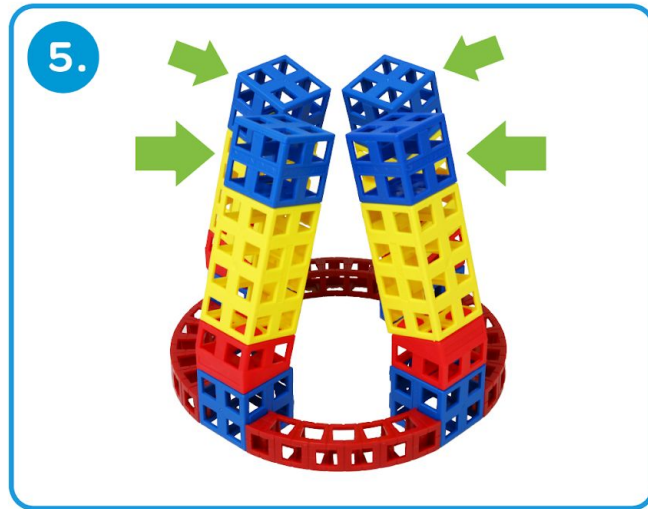
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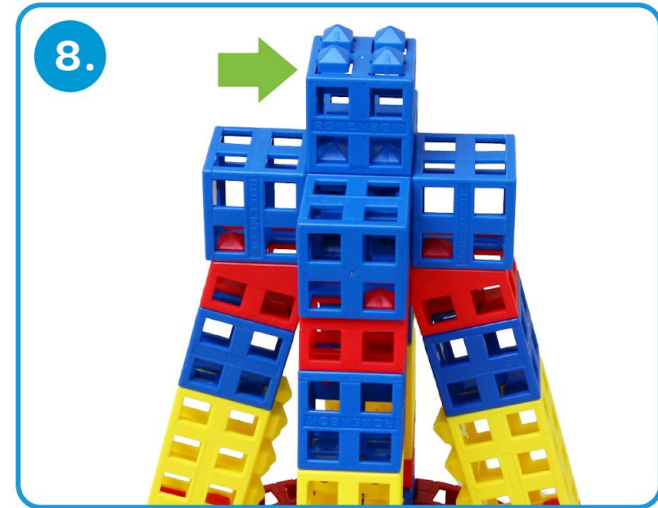
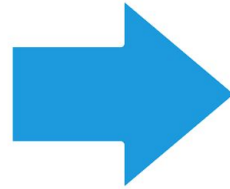
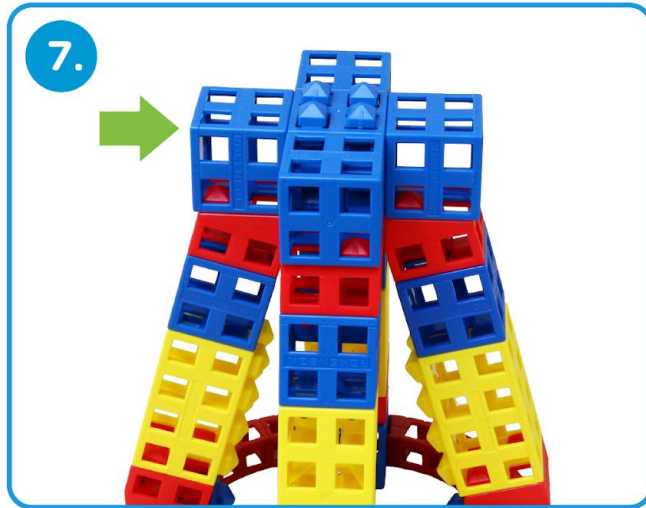
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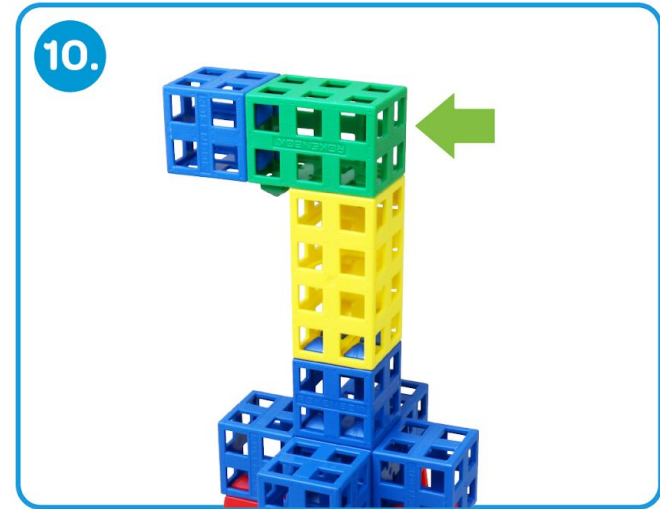
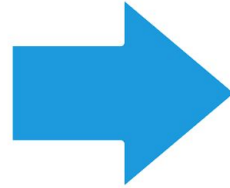
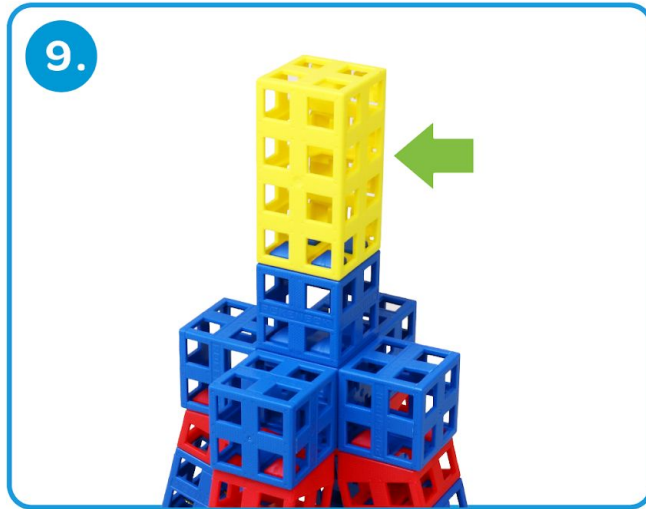
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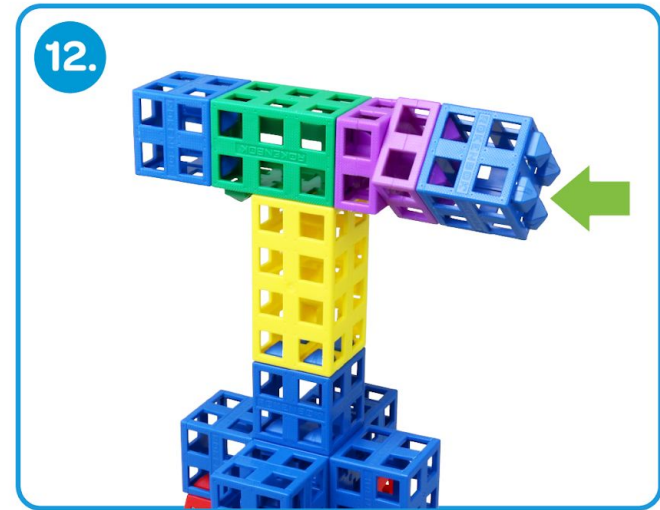
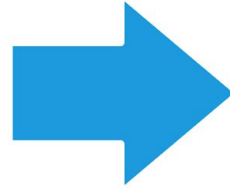
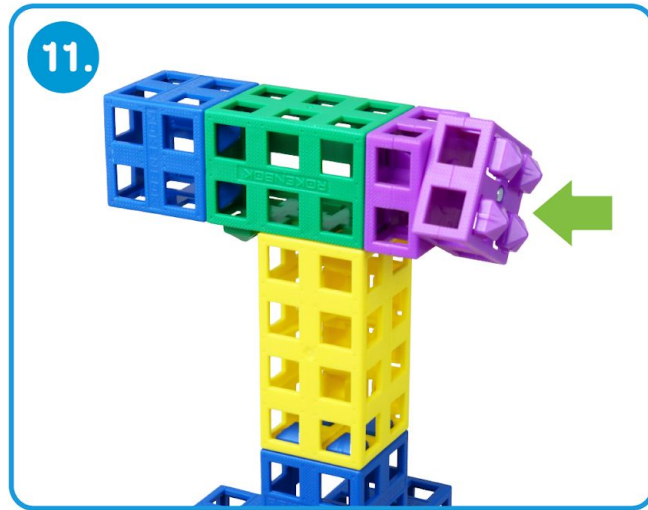
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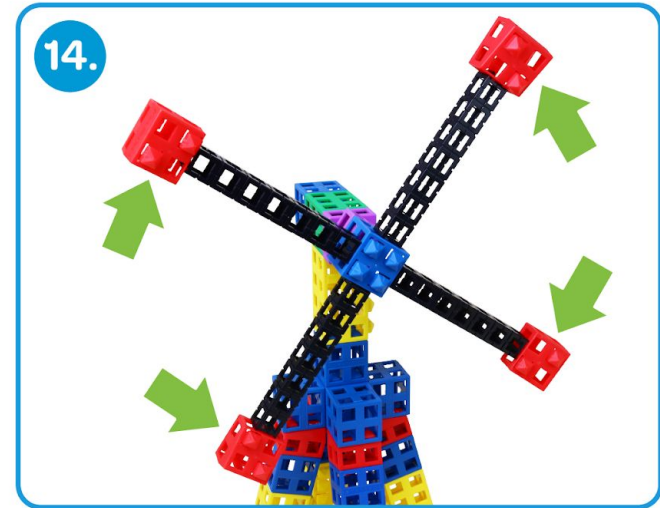
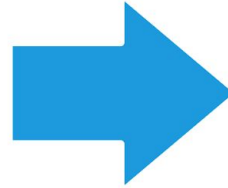
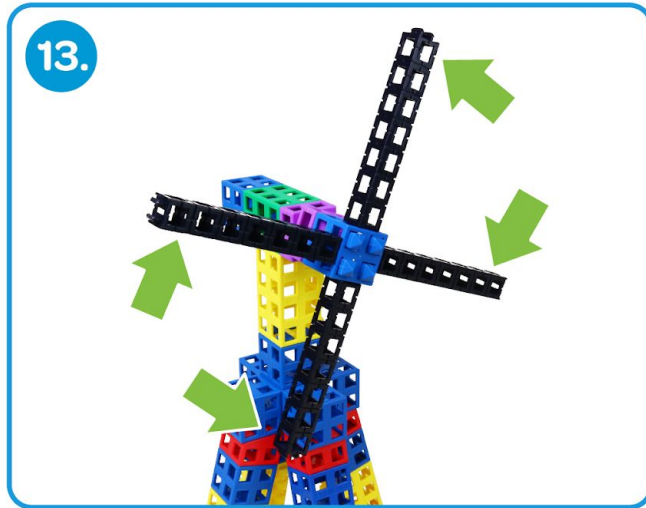
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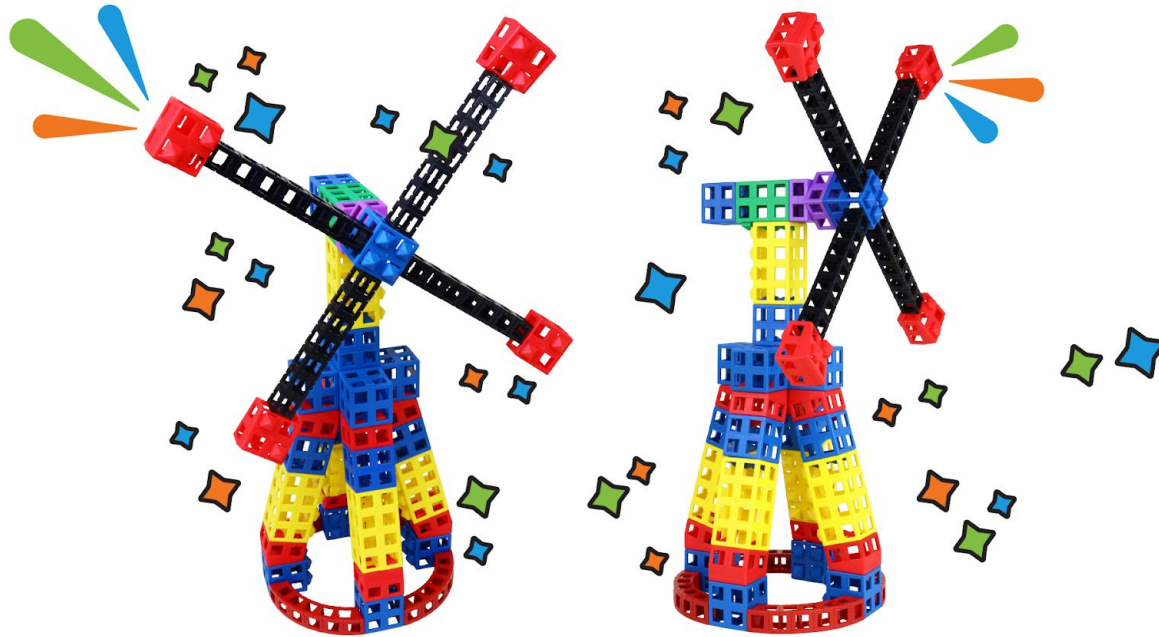
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How to Build the Example Windmill



STEP 03: INVENT

How to Build the Example Windmill



REAL-WORLD CONNECTION



CLOSURE

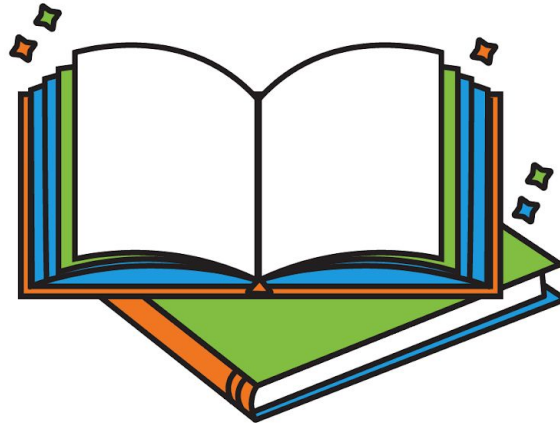
Let's
Share!



REFLECTION QUESTIONS

Reading

- What problem did William's village have? How did he try to solve it?
- Why do you think William wanted to learn how things work?



REFLECTION QUESTIONS

Design Experience

- What part of your windmill made it spin?
- Did you try something that didn't work at first? What did you change?
- What part of your windmill was tricky to design?

