



JUNE



STEAM CALENDAR

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|--|--|--|--|---|--|
| Complete as many activities as you can this summer in your STEAM Journal. Bring to Mrs. Whitton in August for a prize! | | | | 1 Go to the Bartow County Public Library. Pick up a mystery seed from the Children's Desk and take care of it all summer. Identify it if you can and let us know what you got! Write about it in your STEAM Journal. Available while supplies last. | 2 We are all very excited about our new Cartersville Primary School! Draw a picture in your STEAM journal of what you predict your classroom will look like in August! | 3 |
| 4 | 5 With a grown-up, mix dish soap and water. Make a bubble blower from a toilet paper roll. | 6 Build a tower as tall as possible using only sheets of news | 7 Go to the library. Check out a book about science and read it at your house! | 8 Make a painting of your favorite animal using q-tips and paint. | 9 Draw a picture and write about your favorite part of the science book. | 10 |
| 11 | 12 Go outside and observe as many birds and insects as possible. Draw and label pictures in your STEAM journal. | 13 Predict how many pennies can be placed in a full glass of water before it overflows. Then add pennies 1 by 1 | 14 Go the library! Every Wednesday at 3:30 pm - Ages 5 and up. Story, craft and drama fun for kids ages | 15 Choose a science experiment to complete from Mrs. Whitton's website: https://www.cartersvilleschools.org/Page/3513 | 16 Which 3 jobs would you like to have when you grow up? Write and draw about it in your STEAM Journal. | 17  |
| 18 | 19 Listen to "Juneteenth for Mazie" that celebrates Juneteenth, the holiday that commemorates the Emancipation Proclamation and African American freedom. | 20 Read a non-fiction book about science, engineering or technology. Write 3 facts you learned in your STEAM journal. | 21 Pretend that you are an engineer. Design a new bridge to cross the Etowah River. Use the Design Process: Ask, Imagine, Create, Improve and Share | 22 Build with jellybeans or marshmallows and toothpicks. What 3-D structures can you build? Draw a picture in your STEAM Journal. | 23 Pick a flower. Take it apart and sketch the different parts of a plant: root, stem, leaves and flower. What does each part do? | 24 Click on the QR code to go to Mrs. Whitton's webpage. |
| 24 | 25 Choose a science experiment to complete from Mrs. Whitton's website: https://www.cartersvilleschools.org/Page/3513 | 26 When it is dark outside, look at the moon. Start a moon calendar in your STEAM journal. Draw the moon for the next 5 days. | 27 Find 5 items in your house that would be safe in water. Fill a bowl with water. Predict which items will sink or float. | 28 Play your favorite song. Make up your own dance to go with the song. Draw a picture of your dancing in your STEAM journal. | 29 What season is it? What is the weather like outside? Draw a picture in your STEAM journal. | 30 |



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|---|--|---|--|--|--|----------|
| Complete as many activities as you can this summer in your STEAM Journal. Bring to Mrs. Whitton in August for a prize! | | | | | | |
| 2 | 3 Make a paper airplane. How far can you fly the airplane? | 4 What was the best part of the last school year? Write a letter to your teacher in your STEAM journal to tell them all about it! Mrs. Whitton will deliver in the fall. | 5 Visit the library. Find a book about a scientist to read. What kind of scientist would you like to be? | 6 Count to 100, 1,000, 1,00,000! Count as high as you can! | 7 We are all very excited about our new Cartersville Primary School! Draw a picture in your STEAM journal of what you think the playground will look like. | 8 |
| 9 | 10 Use only tapes and straw: Build the tallest tower you can! | 11 Ask a grown-up to give you 10 coins. Identify the coins and add up to see how much they worth. | 12 Read a non-fiction book about science, engineering or technology. Write 3 facts you learned in your STEAM journal. | 13 Choose a science experiment to complete from Mrs. Whitton's website: https://www.cartersvilleschools.org/Page/3513 | 14 Use items at your house that you would recycle and make an invention! | 15 |
| 16 | 17 Build the tallest tower you can using solo cups. | 18 Read a non-fiction book about science, engineering or technology. Write 3 facts you learned in your STEAM journal. | 19 Build the tallest tower you can out of the books at your house. | 20 Pretend you are an astronaut: Draw a picture and write a story about your adventures. | 21 We are all very excited about our new Cartersville Primary School! Draw a picture in your STEAM journal of what you think the lunchroom will look like. | 22 |
| 23 | 24 Using only a paper plate and crayons: create an animal. | 25 Design and build a bird feeder. How many birds can you attract? What design improvements can you do to attract more birds? What kind of birds can you attract? | 26 Engineers design to solve problems: What is a problem you can solve in Cartersville? Write about it in your journal. | 27 What was your favorite activity in the STEAM Lab this year? Write about it in your journal. | 28 Choose a science experiment to complete from Mrs. Whitton's website: https://www.cartersvilleschools.org/Page/3513 | 2+ |
| 30 | 31 Free Choice! Pick your favorite activity to repeat! | | | | | |