



CIRCUS FANTA-SEA

Learning Extensions

Age: 3 through Pre-K

Domain: SCIENTIFIC DEVELOPMENT MATHEMATICAL DEVELOPMENT

Content Standards: SD1, SD2, SD3, MD5

The children will:

- use processes of science to actively explore and increase understanding of the environment (SD1)
- acquire scientific knowledge related to life science (SD2)
- acquire scientific knowledge related to physical science (SD3)
- learn how to use a variety of non-standard and standard means of measurement (MD5)

Activity: “Wow! Forever Is A LONG Time!”

Most of the ocean life in Circus Fanta-Sea is made from recycled plastic bottles--and that keeps them out of the oceans. Good thing, since plastic, never, EVER goes away. The oceans are full of plastic items, and they will never biodegrade. Set up your sensory table, or a large tub with water, sand, seashells, ocean animals....and plastic. Give each child a plastic water bottle to put in the ‘ocean’ and predict how many days it will take before it disappears. After a couple of days of observing no change, try cutting up bottles into smaller pieces and ask the children if it will go away if it is tiny. At the end of the week, scoop up all your plastic and have the children describe their observations. Introduce the fact, and repeat it often, that plastic in oceans will never, EVER go away. Explain in simple terms what pollution is and how it damages and destroys ocean life. It’s a tough concept, even for an adult to grasp, that every piece of plastic ever made still exists in one form or another. Challenge your families to each send in a plastic container they may have otherwise tossed in the trash. Put out the glue and google eyes, pom poms and pipe cleaners, and have each child decorate their own sea animals. Children can attempt to make one like That Puppet Guy’s, or create their own fantasy sea creature. Tell them to be careful and not lose it, so they can give it to their grandchild when they are older....because it will never, EVER go away!

Domain: THE ARTS (CREATIVE DEVELOPMENT)

Content Standards: CD1, CD2, CD3

The children will:

- explore and use a variety of materials to develop artistic expression (CD1)
- participate in music and movement activities (CD2)
- use drama to express individuality (CD3)

Activity: “Awesome Sea Creature! Now What?”

The children have created an ocean animal (real or fantasy) of their own during the science activity from a plastic container, and other available art materials. But don't send it home yet! Now that they understand the impact of pollution to the oceans and water life, let their imaginations soar! Circus Fanta-Sea is primarily set to music, and music means moving! Put on your own music and let the children create their own underwater dance with their creatures. Let them brainstorm different ways to make them move....hang it from a string? Put a popsicle stick underneath? Tape streamers behind it to make it look as if it's moving underwater? Move and dance all together, then highlight each child's creation and movement during circle time. Make sure encourage the other children to clap for their classmates (appreciation of the arts). After the children tire of moving their creation, string them from the ceiling and add strips of blue streamers to create an ocean effect in the entire room.

Domain: LANGUAGE AND LITERACY

Content Standards: LD1, LD2, LD6

The children will:

- develop skills in listening for a purpose (LD1)
- learn to discriminate the sounds of language (phonological awareness) (LD2)
- begin to develop age appropriate writing skills (LD6)

Activity: “Fantastic Fantasy Fishing”

Using plastic from milk cartons or plastic lids, cut out 21 fish shapes. On each shape, label a consonant both upper and lower case with a permanent marker (Bb, Cc, Dd, etc.). Attach a large paperclip on every fish and throw them into the sensory table filled with water, or lay them out on blue material or large paper. Purchase (or make) magnetic fishing poles. You'll only need one or two poles, and you can make them easily from a stick, string, and magnet. Explain to the children that they are going fishing in the deep blue sea for letters. Each student will take a turn fishing for an alphabet letter. When caught, have the child pull the fish off the line, identify the letter and the letter sound written on the fish, and think of another word that begins with that same sound. The word can be either silly or serious, whatever the children prefer. Write down each child's letter and response on separate sheets of blue construction paper. After everyone has had a turn, give each child their response paper. Tell the children that they are going to draw, color or paint a picture of their chosen word as if it lived in the sea (the

paper represents water). As they are drawing, go around to each child and have them dictate a sentence (or short story) titled “If _____ lived in the sea, it might _____.” These dictations can be silly and fictional, or serious and non-fictional. For example, the child caught a “Bb” and named the word ‘book.’ Their sentence could read, “If a book lived in the sea, it might turn its pages with waves,” or “If a book lived in the sea, it might be read by schools of fish.” If the child cannot think of a word or idea for their sentence/story, they can ‘throw back’ their letter and fish for a different one. Keep the fish in the sensory table all week, and use them for all kinds of activities, such as: Have the children organize the caught fish in alphabetical order; Count how many fish they each catch, then the total of all the fish; Take their fish to the writing area and practice writing that letter; Sort the caught fish by color or size. The possibilities are endless, and the children help brainstorm other ideas for activities.