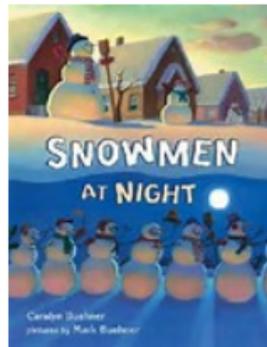


SNOWMEN AT NIGHT



***Snowmen at Night* reveals a wonderful wintertime secret-- when we are sleeping, the snowmen are out playing! What things are your snowmen going to do?**

Materials: Book “Snowmen At Night” by Caralyn Buehner one plush snowman per group DUPLO base plates hula hoops

Story: Take a “picture walk” with students by reading the inside jacket of the book and telling students to be on the lookout for hidden pictures – then find the hidden images/shapes painted in the wintertime scene (a cat, rabbit, Santa, T-Rex). Then ask: ***“Have you ever seen snow? Have you ever made a snowman? What are things people do in the snow? What do you think a snowman does at night?”*** After reading the story aloud, ask students: ***“Why does the snowman melt? How do the snowmen move if they have no legs? Has anyone made a snow angel? Can you think of another story or movie that has things that come alive at night? (i.e. Toy Story or A Night in a Museum) If you were a snowman, what kind of activity would you most like to do at night?”***

Challenge: Review the engineering problem-solving process. Explain to students that today’s challenge is a little different than our usual challenges. This challenge involves lots of cooperation and creativity:

- 1.** Decide as a group what silly or interesting activity your snowman will be doing at night.
- 2.** Use DUPLO bricks to build the thing or things your snowman will need to have in order to do his silly or interesting activity.

You might brainstorm some ideas together as a class – could the snowman be driving a car, living in an igloo, or taking a rocket to the moon? What else could the snowman do?

Build: Divide students into work groups. If you like, assign one student to be the “foreman”. The foreman will make sure that everyone works together and presents questions to you on behalf of the group. Give each group a snowman, bricks and a base plate. Monitor each group by observing interaction, and asking pertinent questions such as **“How can you choose something for the snowman to do if your group can’t agree on an idea?”** and **“How will you use the DUPLO bricks to create your idea?”** Allow students approximately 20 minutes to build.

Debrief: Gather the students back together and discuss problems they had and how they solved them. Ask **“What worked best?”** **“What didn’t work?”** **“What did you wish you had to work with?”**

Presentation: Visit each group's construction. The group presenting are called the "***Sitters***" because they sit and describe what they've done. The teacher and the rest of the class are called the "***Standers***" because they stand around the presenters in a circle to observe and ask questions. The standers and the sitters change depending on the group presenting. Which groups were able to agree on an activity for the snowman to do? Which group had the silliest idea? Which group had the most interesting idea?