



## INTERNATIONAL CHILDREN'S SUMMER FESTIVALS



Via the International Children's Summer Festivals, children, parents and teachers will enjoy the rich array of sights, sounds, tastes and games of various countries that will captivate the senses of participants countries included in the program. The program will include, but will not be limited to: the Caribbean Islands, Brazil, Colombia, China, Japan, Ghana, Greece, India, Israel, Morocco, Mexico, Korea, France, England, Philippines, Russia, South Africa, USA and the Native Americans.



### Sienna Montessori School

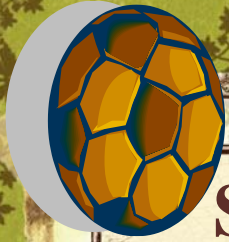
- Session 1 and 2: June 6<sup>th</sup> - June 17<sup>th</sup>
- Session 3: June 20<sup>th</sup> - June 24<sup>th</sup>
- Session 4 and 5: June 27<sup>th</sup> - July 8<sup>th</sup>
- Session 6: July 11<sup>th</sup> - July 15<sup>th</sup>
- Session 7: July 18<sup>th</sup> - July 22<sup>nd</sup>
- Session 8: July 25<sup>th</sup> - July 29<sup>th</sup>
- Session 9: August 1<sup>st</sup> - August 5<sup>th</sup>

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## Summer Sensations Primary Ages 3-5 Years

This year we are placing emphasis on three important areas of the children's learning, growth and development. These areas are going to be met through activities and projects that are going to involve summer program participants in healthy living and physical fitness (via sports, play and active recreation for kids SPARK), international summer festivals and the National STEM (science, technology, engineering and mathematics).





# SPARK

- **Session 1**- Rowdy Ropes: wrangling, rope shapes, silly snakes, rope activities
- **Session 2**- Fancy Feet: feet taskaroo, feet follies, toe touchers, ball switcharoo
- **Session 3**- Hold IT! Catch IT!: ball exploration, ball games, go doggie go\
- **Session 4**- Dances: the freeze, body rock, kid star, body talk, colors in motion, magic scarf's
- **Session 5**- Movement Basics: leap, skip, side slide, hop, gallop, jump, run, walk
- **Session 6**- THE BIG EVENT
- **Session 7**- Hoop Hoopla: hoop exploration, hoop challenges, angel halo's, autopia, musical hoops
- **Session 8**- Perpetual Parachute- shake it, parachute wheel, ocean waves, popcorn, color jump
- **Session 9**- Kiddie Stunts- fitness fun, animal walks, musical motor time, fitness fun

The SPARK program is going to focus on the development of motor movement knowledge, physical activity engagement, promoting healthy lifestyles and the development of social and personal skills.



# STEM



- **Session 1**  
**Technology Engineering**- Identify tools and simple machines used for a specific purpose (e.g. ramp, wheel, pulley and lever)  
**Earth Science**- Earths Resources: Learn that earth's resources we use can be conserved
- **Session 2**  
**Technology Engineering**- Describe how humans use parts of the body as tools (e.g. teeth, hands vs. how animals use them)  
**Physical Science**- Wheels: Recognize that wheel affect speed and motion and make moving easier.
- **Session 3**  
**Technology Engineering**- Ups and Downs of the sun and moon vs. birds and airplanes  
**Physical Science**- How Tings Move: Explore the ways objects move and the forces that cause movement.
- **Session 4**  
**Technology Engineering**- Sounds All Around: Types and how sounds are made  
**Life Science**- Parts of Plants: Recognize that a plant is an organism that needs air, water, light and soil to live.
- **Session 5**  
**Technology Engineering**- Magnets: Their use in our lives

Through the STEM program, children will be involved in science projects in the areas of earth science, life science, physical science and technology/engineering science. The projects, concepts and experiments in this program are aligned with the National Science Standards.

**Earth Science**- Sun and Shadows: Learn that the sun creates shadows and appears to move through the sky.

- **Session 6**  
**THE BIG EVENT**

- **Session 7**  
**Technology Engineering**- Characteristics of Natural Materials (e.g. wood, cotton, fur and human made ones such as plastic, etc.)  
**Life Science**- What Animals Need: Recognize that animals are organisms that need air, water, food and shelter.

- **Session 8**  
**Technology Engineering**- Uses for natural materials (e.g. wood, wool, etc.)  
**Life Science**- Up, Above and Down Under: Learn birds and marine science (i.e. water animals)

- **Session 9**  
**Technology Engineering**- Identify the safe use of tools such as glue, scissors, toothpicks, etc.  
**Earth Science**- Water All Around: Learn about rivers, streams, lakes and oceans and identify water as a natural resource