

PBS Reno Curiosity Classroom | K-4 Workshop Offerings

Curiosity Classroom uses on air, online, and print resources to help parents, caregivers and childhood educators prepare children for success. As part of the PBS Reno service, we offer FREE Curiosity Classroom workshops.

An engaging video, a read aloud, and fun hands-on activities are integrated into the workshop. Lessons are aligned to the CCSS, NGSS, and NV Academic Content Standards.

All materials are supplied, and an educational professional facilitates the 45-60 minute workshop.

For more information or to schedule a workshop please contact Maria Glanzmann, PBS Reno Education Manager at mglanzmann@pbsreno.org or 775.600.0554.

Give It a Push, Give It a Pull – Kindergarten

In this lesson, students are given the opportunity to observe, measure, and describe how pushes and pulls of various objects are used to produce and control motion. They will plan and conduct simple hands-on investigations about motion and begin to understand the relationship of cause and effect.

K-PS2-1, K-PS2-2

Little Cloud – Kindergarten

In this lesson, children will use science and their imaginations to explore clouds. They will learn about the water cycle and why a cloud “rains.” Then they put this knowledge to the test, by performing a science experiment to try to make their own clouds rain.

K-ESS2-1, K-ESS3-2

My Oh My, A Butterfly – Kindergarten

Let’s take a journey through the butterfly life cycle. Students will have the opportunity to reenact the four stages of the life cycle; including the egg, larva, pupa, and butterfly. They will also end the lesson by making their own diagram of the butterfly life cycle using pasta!

SL.K.1, SL.K.2, K-LS1-1

Rainbow Fish Discovers the Deep Sea – Kindergarten

This lesson takes the children on an underwater math adventure. Through story-telling and story development, children will practice graphing, adding, and subtracting. They will also have the opportunity to investigate different and unique sea creatures.

K.MD.2, K.MD.3, K.OA.1, K.OA.2

Reduce, Reuse, Recycle! – Kindergarten

Students develop an understanding of the 3 R’s – Reduce, Reuse and Recycle. They will learn that when something is recycled, its materials are used again.

K-ESS3-3, RI.K.4

Discover Pumpkins – Grade 1

Pumpkins are tough enough to handle all of the hands-on activities presented in this lesson. Children will explore math and science concepts through a video clip, read aloud, and several engaging activities. Students will discover why a pumpkin floats and how to efficiently count pumpkin seeds using place value.

1.MD.4, 1.NBT.2, 1.RI.9

Glowing, Glowing, Gone – Grade 1

This lesson is designed to teach children to appreciate creatures in their surrounding environment. Through a video clip, read aloud, and several activities, students will discover why a firefly has its blinking light. The lesson includes an introduction to synonyms.

1.RL.1, 1.RL.2, 1.RL.3, 1.LS1.A

Moon in Motion – Grade 1

In this lesson, students will explore how the moon moves across the sky at night and how the moon changes in a cycle that lasts about a month. Through a video clip, read aloud, and scientific exploration, students will be introduced to four phases of the moon. The culminating activity is demonstrating their knowledge by using Oreo cookies. Of course they get to eat the “moon!”

1-ESS1-1, 1.RL.1, 1.RL.2, 1.RL.3

Spiders, Aaaaarrgh! – Grade 1

Do you have arachnophobia? Students will explore the characteristics of a spider through a fictional book, an informational book, a short video clip, and an art activity. After sharing the read aloud, students will retell the story through drama. They will compare and contrast books that tell stories and books that give information. The lesson ends with a fun art project.

1.RL.1, 1.RL.2, 1.RL.3, 1.RL.5, 1.LS1.A

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A Koala is NOT a Bear! – Grade 2

Animals possess certain needs that its habitat meets. Students will gain knowledge about koalas and their environment through viewing a short video clip, exploring factual information with supporting photos, listening to the read aloud Koala Lou. The culminating activity is a short writing assignment and art project.

2.RL.3, 2.RL.5, 2-LS4-1

Alexander's Money – Grade 2

Children can relate to Alexander's quandary. Alexander somehow spends his money in a very short amount of time. Students are charged with the task of keeping track of Alexander's money. They explore different coin combinations and practice using coins in everyday situations.

2.MD.C.8

Weathering and Erosion – Grade 2

In this lesson, students learn about erosion and weathering through a hands-on Skittles experiment. Students discover weathering and erosion which are two different processes that can occur at the same time due to water, wind, and air.

2-ESS1-1, 2.SL.1

Wiggling Worms – Grade 2

Worms are hard at work down in the ground. The lesson encourages students to collect data by measuring and observing live earthworms, labeling drawings, and drawing conclusions about the earthworm's life. The culminating activity is to write about "a day in the life of an earthworm."

2.LS4.1, 3.LS4.3, 2.W.8, 3.W.8

**I heard my students say, "This is the coolest experiment EVER!" They learned the water cycle."
— Kindergarten, Spanish Springs ES, Sparks**

"I can't decide which of your workshops my favorite is. I am always so impressed every time you come. This is a wonderful program that I hope to be able to continue with for many years to come. Thank you Channel 5!"

— 1st Grade, Spanish Springs ES, Sparks

"Great visuals for division practice. Love how this lesson incorporated reading, math, and being creative."

— 3rd Grade, Fritsch ES, Carson City

Canine House of Cards – Grade 3

The challenge is to construct a strong building out of tape and index cards, using one common architectural shape. This building needs to be stable and hold at least one dog biscuit. Students will be introduced to the engineering design process through a short video clip, read aloud, and engaging hands-on activity.

3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3, 3.RI.1, 3.RI.4

Float My Boat – Grade 3

The challenge is to create an aluminum foil boat that can hold pennies without sinking. Students will examine how a boat's design can affect its buoyancy through a short video clip, a read aloud, and an investigation. The lesson focuses on the engineering design process where students build a physical model, collect and analyze data, and demonstrate an understanding of what real engineers do.

3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3, 3.RI.1, 3.RI.4, 3.RI.7

Inspiring Acts of Kindness – Grade 3

What is our responsibility in the world? This lesson inspires students to think of small ways to do something for the common good. After listening to the read aloud Miss Rumphius, students will demonstrate the understanding of the word philanthropy through writing. During the workshop, students will explore blending color and create a simple painting.

3.RL.1, 3.RL.2, 3.RL.7

Pigs Will Be Pigs – Grades 3

This lesson focuses on counting money and making choices within a budget. Students will solve problems involving decimals when adding and subtracting monetary values. The read aloud encourages the students to calculate how much money is found by the Pig family. Then they will be asked to order from the menu staying within a budget.

3.OA.D.8, 3.RL.1

Sharing Cookies – Grade 3

Ma bakes a dozen cookies for her children, but the doorbell rings and they must share their cookies with friends. Students will explore the concept of fractions and easy division through a video clip, the read aloud The Doorbell Rang, and a hands-on activity.

3.OA.A.2, 3.NF.A.1, 3.SL.1
4-LS1-1, 4.SL.1

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Snap, Crackle, and Jump – Grade 3

Charge a balloon and have some fun moving objects without touching them. In this lesson, students will be involved in exploratory activities to learn about static electricity. They will collect, record, and evaluate data through drawing pictures and writing.

3-PS2-3, 3-LS4-1, 3 ESS2-1, 3.W.8, 3.SL.1

Feeding Frenzy – Grade 4

How do bugs eat? Different bugs have specialized mouths for the food they eat. Students explore how insect mouthparts are specific to their food sources. Using several tools and models students will realize how insects and plants support each other.

4-LS1-1, 4.SL.1

How the Second Grade Got \$8,205.50 to Visit the Statue of Liberty – Grades 4

As a teacher, we have all probably been involved in school fundraisers. This story describes how a class of 2nd graders tries to earn enough money to visit the Statue of Liberty. Through their efforts they also learn about expenses and profit. Students will explore how to use a simple ledger to track money. Through a hands-on activity they will build, read, write, and compare large numbers.

4.NBT.B.4, 4.MD.A.2

Pigs Go to Market – Grades 4

After winning a shopping spree at the local supermarket, Mrs. Pig has to figure out the value of all her goods. The lesson focuses on economic concepts. Students will play a shopping spree game and keep a running total on a calculator.

4.NBT.B.4, 4.MD.A.2

Pop Bottle Waves – Grade 4

A plastic soda bottle will help students observe, draw, and write about how waves are shaped. Through an engaging game, students are given the opportunity to move around and participate in a guided model of amplitude and wavelength. Let the waves begin to rock and roll!

4.SL.1, 4-PS4-1

Sir Cumference and the Great Knight of Angleland – Grade 4

Students go on a quest to discover acute, obtuse, right, and straight angles in the delightful lesson.

As a culmination to the lesson, students will follow directions using different angles to create a path for the knight's quest to find the king. Join the adventure!

4.G.A.1, 4.RI.7