



The Wonder Series

Growing as a leader is important for your future, and it also contributes to the experience that children have with you during the program. Your main priority is to engage children so they are building, exploring, and having fun. To make sure children are having the best experience, here is a list of tasks that you can help the Instructor accomplish in each module.



Catching Air: Session 1

- Before the session: Separate thin cardboard track pieces into individual tracks along perforated lines and fold them into a U-shape.
- Distribute materials to children as needed, such as Inventor Logs, markers, jumbo craft sticks, cardboard tracks, and small index cards.
- Ensure children's names are written on their index card and placed in the designated area with their mini skateboard.
- End of session: Collect all cardboard tracks, craft sticks, and cups.

Catching Air: Session 2

- Distribute materials to children as needed, such as Inventor Logs, pencils, and finger shoes.
- Use the glue gun to help children make their DIY Rider.
- End of session: Collect all cardboard tracks and place them back in the Skate Shop. Ensure children place their items on their index card in the designated area.

Catching Air: Session 3

- Before the session: Assist the Instructor with setup as needed, such as twisting off, or cutting, 12 pieces of clay from each stick.
- Distribute materials to children as needed, such as Inventor Logs, Skate Park Bases, and paper bowls.
- Assist children with folding their Skate Park Base boxes, if needed.
- Use the glue gun to help participants attach their skate park features.
- Help younger children add their paper bowl feature to their Skate Park Base: For those children using the brown side, the bowl should face up for a Skate Park Volcano Feature. For those children using the printed side, the bowl should be set into the circle for a Skate Park Bowl Feature.
- Assist participants with tearing tape, especially the transparent tape, which should be sparingly used for seams on features that children want to look more polished.
- End of session: Ensure participants have their name on their Skate Park Bases and place all their items in the designated area.

Catching Air: Session 4

- Distribute materials to children as needed, such as Inventor Logs and pencils.
- Support younger participants who may need help writing a longer name, or trying out letter art techniques, for their Skate Park sign.
- Check that children have added their sign post to their Skate Park by sliding it into the designated slot, which is between the tab and the box versus the larger part of the opening since the slot will provide a snug fit to hold the sign.
- End of session: Reorganize the General Materials and Skate Shop materials.

Catching Air: Session 5

- Before the session: If not already done, twist off, or cut, 12 pieces of clay from each stick.
- Distribute materials to children as needed, such as Inventor Logs.
- Use the glue gun to help participants transform their new mini board and make final adjustments to their Skate Parks.
- End of session: Reorganize the General Materials and Skate Shop materials. Ensure children gather all of their *Catching Air* items to take home.



Invention Celebration: Session 1

- Distribute materials as needed throughout the session, such as Inventor Logs, markers, party hats, double-sided foam adhesive pieces, and LED balls.
- Use the glue gun to help children make their party hat.
- Ensure children's names are written on their party hat.
- End of session: Disassemble the completed circuits and group them together in Circuitry Kits for the next class. Reorganize the General Materials for the next class.

Invention Celebration: Session 2

- At the end of the Assembly Line game, empty the paper bags and gather the materials back into cups to be reused for the next class.
- Distribute materials to children as needed throughout the session, such as Inventor Logs and markers.
- Use the glue gun to help children make their Party Assistant.
- End of session: Reorganize the General Materials for the next class.

Invention Celebration: Session 3

- Distribute materials to children as needed throughout the session, such as Inventor Logs and markers.
- Use the permanent marker to write each participant's name on a piece of white cardstock and hand it to them as they arrive at the Bubble Art Station.
- Ensure children's names are written on the items they created.
- End of session: Reorganize the General Materials for the next class.

Invention Celebration: Session 4

- Distribute materials as needed such as Inventor Logs, markers, flat cardboard boxes, and the coffee stir sticks.
- Use the glue gun to help children customize their instrument.
- Ensure children's names are written on their instrument.
- End of session: Reorganize the General Materials for the next class.

Invention Celebration: Session 5

- Before the session: Hide the temporary tattoos around the room. Assist with additional station setup as needed.
- Lead the Bucket Toss Station and assist participants with applying the temporary tattoo.
- End of the session: Remove the remaining Party Animal temporary tattoos from the Bucket Toss Station to be hidden for the next class. Ensure children gather all of their *Invention Celebration* items to take home.



MimicBot: Session 1

- Assist younger participants with writing their name on their bot as needed.
- Distribute materials as needed such as bots, batteries, Inventor Logs, markers, screwdrivers, paper cups (for holding screws), safety glasses, and alcohol swabs.
- During the “MimicBot Reveal” Track, help participants remove the screws from their bots as needed.
- Assist children with reassembling their bot appropriately by ensuring the circuit board is inserted into the slot, and that there are no gaps between the bot’s outer shells.
- End of session: Ensure participants have their name on their bot, and that they place it in the designated area.

MimicBot: Session 2

- Before the session: Help sort and prepare the materials as needed, such as cutting the double-sided adhesive squares.
- Use the glue gun to help children add materials to their bots. Here are a few tips about attaching items to the bot:
 - Several options have been provided for attaching items to a MimicBot: assorted tape, hook-and-loop dots, double-sided adhesive squares, and hot glue.
 - Out of the tape options, washi tape and duct tape stick well to the plush, whereas masking tape does not.
 - The hot glue does not work well on the long, colored fur. To attach the long fur, it is better to use double-sided adhesive squares.
 - To strengthen the attachment of the hook-and-loop dots to the plush material, add a little hot glue to the back of the dot before placing it on the head or body cover.
- Distribute materials as needed such as Inventor Logs, markers, and pieces of red transparency.
- Assist younger participants with the “Style Your Stuffie” and the “Meet My Stuffie” sections in their Inventor Log.
- End of session: Reorganize the Building Blocks Store and General Materials.

MimicBot: Session 3

- Use the glue gun to help children add materials to their bots.
- Ensure children have their name written on accessories they design for their Stuffie.
- End of session: Wash the sticky hands to remove debris. Reorganize the Building Blocks Store and General Materials.

MimicBot: Session 4

- Distribute materials as needed such as Inventor Logs and markers.
- Use the glue gun to help children build their trap and modify their Stuffie.
- End of session: Reorganize the Building Blocks Store and General Materials.

MimicBot: Session 5

- Use the glue gun to help children adapt their Stuffie.
- Assist participants with the sound check to ensure the Stuffies are ready.
- For younger participant groups, wind up a toy for each group and place it in the center of each Cat Trapping Area. Wind up the toy each time after it runs out to allow for additional trapping attempts.
- End of session: Ensure children gather all of their *MimicBot* items to take home.



Pop-Up Venture: Session 1

- Before the session: Tear strips of tape for children to take throughout the session. Help sort and prep the materials as needed, such as cutting out the Open signs and Closed signs, cutting the clay sticks into six pieces, or building the Pop-Up Bank Card Machine.
- Distribute materials to children as needed, such as the Pop-Up Bases, trays, backdrops, permanent adhesive squares, markers, Inventor Logs, Pop-Up Bank Cards, and clay pieces.
- For younger classes, assist with Brainstorming by calling on children while the Instructor writes the responses on the chart paper.
- Ensure children have their name on the back of their backdrop and their Pop-Up Bank Card.
- Operate the Pop-Up Bank Card Machine at the City Hall Station and cross off \$100 Pop-Up Bucks from each participant's Pop-Up Bank Card.
- End of session: Help participants store their materials in the designated area.

Pop-Up Venture: Session 2

- Before the session: Cut each piece of sod (i.e., artificial grass) in half using adult scissors and assist with any additional setup.
- Distribute materials to children as needed, such as Inventor Logs and markers.
- If needed, use the adult scissors to cut smaller pieces of artificial grass for children to use as their green space.
- Use the glue gun to help participants as they design their Pop-Ups.
- Operate the Pop-Up Bank Card Machine at the Landscape Shop Station and cross off the appropriate Pop-Up Bucks from children's Pop-Up Bank Card.
- End of session: Reorganize the Free Materials for the next session.

Pop-Up Venture: Session 3

- Distribute materials to children as needed, such as Inventor Logs and markers.
- Use the glue gun to help participants create additional items for their Pop-Up.
- Operate the Pop-Up Bank Card Machine at the Landscape Shop Station and/or the Health Department Station, and cross off the appropriate Pop-Up Bucks from children's Pop-Up Bank Card.
- End of session: Reorganize the Free Materials for the next session.

Pop-Up Venture: Session 4

- Before the session: Install two coin batteries into the battery compartments of the string lights for the youngest class of participants. Insert one battery with the positive side up (closest to the switch) in the battery holder. Place another battery with the negative side up in the battery holder. Then, secure the cover back in place.
- Distribute materials to children as needed, such as Inventor Logs and markers.
- Assist younger participants with creating a Marquee Sign for their Pop-Up, as needed.
- Use the glue gun to help participants create additional items for their Pop-Up.
- Operate the Pop-Up Bank Card Machine at the Ad Shop Station and the Landscape Shop Station and cross off the appropriate Pop-Up Bucks from children's Pop-Up Bank Card.
- End of session: Reorganize the Free Materials for the next session.

Pop-Up Venture: Session 5

- Use the glue gun to help participants finalize their Pop-Up.
- End of session: Ensure children gather all of their *Pop-Up Venture* items to take home.