



## Champions

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- Assist with preparing the baskets by cutting them in half.
- Assist by calling on Primary participants to answer how many sports they can name while the Instructor writes the children's responses to the on a sheet of chart paper.
- Assist Primary participants with folding the boxes and writing names, as needed.
- Use the glue guns to assist children with building.
- Assist with disassembling the devices created to push hover balls between sessions. Some of the duct tape will remain on the foam tubes and paint sticks. Replace foam tubes only if they are torn and cannot be reused.
- Assist children who chose a Paper Football strip with folding the strip to make a football.
- Assist children with cutting windows, doors, or other openings in the boxes used for the concession stands, as needed.
- Help Primary participants write their names on their additional Sports Complex structures.
- On Day Five, help Primary participants write their names on the reusable plastic bags.

## Flight Lab

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- At the Linking Up Station, help children write their name on the bottom of LINK's foot and guide them through the "I Wonder" prompts on the table tent card.
- Assist with helping children fold airplanes.
- Have a Leader replenish cotton swabs between sessions, reusing the ones on the floor.
- During city building, slide a clear straw into one of the hands of each of the participants' LINKs.
- Assist children by taking them to the Inventor Supply Room for Launch Tower building materials.
- Assist with loosening screws on LINK.
- Guide children to match parts of LINK to parts of an airplane on the LINK's Flight Mechanics poster.
- Help facilitate positive team interactions.
- Assist with stripping LINK's wires and repowering the LEDs during Day Five.
- Help ensure that every Launch Tower's 3-ounce paper cup is not blocked by any object above it and is secure, upright, and level to the ground. If the cup is leaning, the heliball will not launch properly.

## Rescue Squad

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- Assist with the Glue Gun Station throughout the program.
- Help children apply their Rescue Squad temporary tattoos.
- Help with the Riverbed setup.
- Assist children with attaching the parachutes.
- Remove beavers from strings between sessions. Discard used coffee filters.
- Tear small pieces of masking tape approximately 2 inches (approximately 5 centimeters) long and pieces of green painter's tape approximately 5 inches (approximately 12-14 centimeters) long for children to use as they build their glowing stems. Stick the strips to the edges of the tables.
- Help children cut a small slit in the center of the grass and tulip muffin cups so the LEDs can poke through, if desired.
- Run the Glue Gun Station. Fabric flowers attach best with glue. Paper flowers can be assembled with tape or glue.
- Check participant's stems to make sure they are correctly assembled before moving on to the next step.
- Assist with troubleshooting LEDs that do not light up.
- Assist with the Weeds In The Wetlands setup.

# Design Thinking Project

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- Assist children with glue guns for invention prototypes.
- Take the black, white, and gray clay sticks out of their packaging. Break enough sticks in half so that every child in each session has half a stick.
- Help Primary participants write their name on their portfolio, if needed.
- Assist children with deciding on an invention idea.
- Assist with distributing materials at the Design Materials Table, as well as retrieving items from the Inventor Supply Room.
- Help prerip masking tape for participants.
- Assist in preparing the Design Thinking Take-Home Letter by completing the following:
  - Write the name of each child in the certificate portion of the letter.
  - Provide input on the three best-fitting characteristics from the letter for each child and mark them with a check.
  - Set the letters aside for distribution on Day Five.
- Stamp the self-inking Patent Pending, ™ (trademark), and © (copyright) stampers several times on a piece of scrap paper to ensure it reads clearly.
- Shake paint pens vigorously with the cap on, and then take the cap off and press the tips up and down several times against a piece of scrap paper to get the paint flowing.
- Once all participants have completed the Patent Application, ask each child if they would like the Patent Pending stamper on their prototype or at the bottom of the application in their Inventor Log. Rotate among children to place the Patent Pending stamp in the location they chose.
- After a participant's logo is complete, have a Leader stamp a ™ next to it using the ™ stamper.
- Assist by giving a dull or boring pitch using BBQ-flavored ice pops as an example.
- Assist by giving an improved pitch for the latest and greatest BBQ ice pops.
- Help Primary participants read the Deal Cards.