



The Recharge 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.

Duck Chuck: Session 1

- Before the session: Pretear strips of masking tape and duct tape for children to use throughout the session.
- Before the session: Place one Flag sticker on the bottom of each rubber duck.
- Before the session: Gather about 60 paper cups. Place one Duck sticker on each cup. Children will stack the cups with the opening toward the floor, so the duck should appear “right side up” when the cup is “upside down”.
- Ensure children’s names are written on their rubber duck as well as their device.
- Distribute materials to children as needed throughout the session, such as paper cups, Inventor Logs, and markers.

Duck Chuck: Session 2

- Before the session: Organize the materials on the General Materials Table into small containers from the Inventor Supply Room.
- Before the session: Cut out the protractors from the Protractor sheets so each participant has one. Poke holes in the protractors for younger participants only.
- Before the session: Fill water balloons to approximately the size of a table tennis ball, under 1.5 inches (≈ 4 centimeters) in diameter. Keep them in a bucket filled with water and out of the sun to prevent popping.
- Distribute materials to children as needed throughout the session, such as Inventor Logs, markers, children’s ducks, and Launching Kits.
- End of session: Reorganize the General Materials Table for the next session.

Duck Chuck: Session 3

- Distribute materials to children as needed throughout the session, such as their rubber ducks, Duck Chucking devices, Inventor Logs, and markers.
- End of session: Reorganize the General Materials Table for the next session.

Duck Chuck: Session 4

- Distribute materials to children as needed throughout the session, such as Inventor Logs, markers, rubber ducks, and Duck Chucking devices.
- Ensure children’s names are written on their landmark.
- End of session: Reorganize the General Materials Table for the next session.

Duck Chuck: Session 5

- Before the session: Create large colorful signs that read, “Migrate or BUST!” “Homeward Bound,” “Ducks Big Day,” “Adiós,” “Hasta Luego,” “Arrivederci,” “Ciao!” “Au Revoir,” “Aloha,” and “Shalom.”
- Distribute materials to children as needed throughout the session, such as their rubber ducks, Duck Chucking devices, Duck stickers, dot stickers, markers, and Inventor Logs.
- Sanitize the bouncy balls and table tennis balls after each use.
- Ensure children’s names are written on their advertisement.
- End of session: Reorganize the General Materials Table for the next session and have children take home their rubber duck, Duck Chucking Device, and other items.

Open Mic: Session 1

- Before the session: Review the Open Mic Take-Home Letter. Be prepared to observe participants' strengths throughout the program, so that you can help identify three best-fitting characteristics for each child prior to Session Five.
- Before the session: Pretear strips of masking tape and duct tape for children to use throughout the session.
- Before the session: Test microphones by powering them On and Off to see if they have a charge. Charge any microphones that do not power On.
- Distribute materials to children as needed throughout the session, such as the microphones in their boxes, Inventor Logs, pencils, safety glasses and alcohol swabs (Oldest Class Only), markers, and Jim West stickers.
- Sanitize the screwdrivers in the Used Box and then place them in the New Box.
- Ensure participants have their name on the bottom of their microphone box. Also, use a black permanent marker to write participants' names on the white sticker on the bottom of their microphone's speaker cylinder.
- End of session: Remind children to turn Off their microphones before placing them back in the box.

Open Mic: Session 2

- Before the session: Organize the materials on the General Materials Table into small containers from the Inventor Supply Room.
- Before the session: Take the clay sticks out of their packaging. Twist off pieces from each stick, so that each participant will have a piece of clay to use.
- Distribute materials to children as needed throughout the session, such as markers or pencils and Inventor Logs.
- Ensure participants have their name on their sketches.
- End of session: Reorganize the General Materials Table for the next session.

Open Mic: Session 3

- Before the session: Organize the materials on the Design Materials Table into small containers from the Inventor Supply Room.
- Observe participants throughout the session, so that you are prepared to help identify each child's best-fitting characteristics on their Open Mic Take-Home Letter in Session Four. (Ask an Instructor for help if needed.)
- Distribute materials to children as needed throughout the session, such as the DIY Tips handouts, Inventor Logs, and pencils.
- Assist with distributing materials at the Design Materials Table and General Materials Table, as well as retrieving items from the Inventor Supply Room.
- Use the glue gun to help participants with their designs.
- End of session: Write each child's name on their prototype using a black permanent marker.
- End of session: Reorganize the Design Materials Table and General Materials Table for the next session.

Open Mic: Session 4

- Fill out the Open Mic 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 during Session Five.
- Distribute materials to children as needed throughout the session, such as Inventor Logs and pencils.
- Assist younger participants, as needed, with writing or drawing their responses on the Patent Application page in their Inventor Log.
- End of session: Reorganize the Design Materials Table and General Materials Table for the next session.

Open Mic: Session 5

- Before the session: Write each child's name on a Patent Certificate using a permanent marker.
- Before the session: Ensure that all participants' Open Mic Take-Home Letters are filled out.
- Distribute materials to children as needed throughout the session, such as the Patent Certificates, Inventor Logs, markers or pencils, Open Mic Take-Home Letters, and Deal Cards.
- Assist younger participants with writing or drawing their responses on the Pitch page in their Inventor Log.

Road Rally: Session 1

- Before the session: Pretear strips of masking tape and duct tape for children to use throughout the session.
- Before the session: Assist the Instructor with setting up for the paint and solution activity.
- Help children place their slugs in the plastic cup and then

ensure they wash their hands.

- Distribute materials to children as needed throughout the session, such as Inventor Logs and markers.

Road Rally: Session 2

- Before the session: Assist the Instructor with creating the four sets of Motion Exploration materials.
- Before the session: Review the Vehicle Troubleshooting Tips to assist children if needed.
- Distribute materials to children as needed throughout the session, such as markers, Inventor Logs, Vehicle Kits, and

batteries.

- As children build, use a permanent marker to write each child's name on their Vehicle Kit bag and on a piece of masking tape. Then, place it on the bottom of each vehicle base.
- Assist children with building their vehicles if needed.

Road Rally: Session 3

- Before the session: Cut each clay stick into 10 pieces and cut the adhesive foam sheets into quarters. Fold back the paper edge from the adhesive foam sheets so it is easy for children to remove.
- Before the session: Review the items at the ATP Store as well as the ATP Store poster. Be prepared to run the store.
- Before the session: Organize the materials on the General Materials Table into small containers from the Inventor Supply Room.

- Distribute materials to children as needed throughout the session, such as markers, Inventor Logs, Nature Card sets, rubber bands and white motor mounts, and Pulley Vehicle Assembly handouts.
- Assist children with assembling their Pulley vehicles if needed.
- Help children at the ATP Store and the Glue Gun Station.
- End of session: Reorganize the General Materials Table and the ATP Store for the next session.

Road Rally: Session 4

- Before the session: Fill out a Vehicle Design Award for each participant, which will be distributed during Session Five. Start identifying who will be receiving each award now in order to easily complete the task during Session Five.
- Distribute materials to children as needed throughout the session, such as markers, Inventor Logs, and Vehicle Kit

bags.

- Help children at the ATP Store.
- Assist children with retrieving items from the Inventor Supply Room.
- Ensure children's names are written on their structure.

Road Rally: Session 5

- Before the session: Assist the Instructor with setting up the Five Pit Stops for the Super Road Rally.
- Before the session: Cut out the Vehicle Design Awards for each child.

- Help ensure children sanitize their hands after touching the spring scale.
- End of session: Have participants take home their vehicles, bags with extra parts, and structures.

SolarBot: Session 1

- Before the session: Pretear strips of masking tape and duct tape for children to use throughout the session.
- Before the session: Assist the Instructor with setting up The Big Backyard and/or the tunnel.
- Before the session: For the class of the youngest participants, locate the SolarBot Kits and thread the antennae through the holes of each cricket's head ahead of time. Replace the materials in the Kit and set aside.
- Distribute materials to children as needed throughout the session, such as markers, Inventor Logs, SolarBot Kits,

SolarBot Habitat boxes, Habitat stickers, and crinkle paper.

- Assist participants with assembling the SolarBots as needed. Use the glue gun to secure any cricket eyes that fall off while assembling.
- Help younger children write their cricket's name on the Adoption Certificate page of their Inventor Log.
- Ensure children have their name are on their Habitat boxes and all their materials are inside.

SolarBot: Session 2

- Before the session: Cut the Cricket Food Tokens and divide the food into even piles for each class.
- Before the session: Organize the materials on the General Materials Table into small containers from the Inventor Supply Room.
- Distribute materials to children as needed throughout the session, such as markers, Inventor Logs, and craft sticks.
- Ensure children wash their hands before and after using the sticky hand.
- Assist children with retrieving items from the Inventor Supply Room.
- Use the glue gun to assist children with building their prototypes.
- Ensure children have their name on their invention prototype.
- End of session: Reorganize the General Materials Table for the next session.

SolarBot: Session 3

- Before the session: Assist the Instructor with setting up the Bot Attack Zones.
- Distribute materials to children as needed throughout the session, such as markers, Inventor Logs, and the Webbing Out handouts (older participants only).
- Assist children with retrieving items from the Inventor Supply Room.
- Use the glue gun to assist children with building their protective gear.
- End of session: Reorganize the General Materials Table for the next session.

SolarBot: Session 4

- Distribute materials to children as needed throughout the session, such as markers and Inventor Logs.
- Assist children with retrieving items from the Inventor Supply Room.
- Use the glue gun to assist children with building their backyard devices.
- End of session: Reorganize the General Materials Table for the next session.

SolarBot: Session 5

- Distribute materials to children as needed throughout the session, such as markers and Inventor Logs.
- Assist children with retrieving items from the Inventor Supply Room.
- Use the glue gun to assist children with building their musical instruments.
- End of session: Have participants take home their musical instruments, SolarBots, habitats, and other inventions.
- End of session: Reorganize the General Materials Table for the next session.