



Lesson 210: The Great Robot Race Episode

Grades: PreK-1



Goals:

- Students will be able to identify lowercase letters of the alphabet, specifically: "f," "i," "n," "s."
- See a word and try to break it into sounds, specifically "ing" family words.
- Define *spring*.
- Try different words in a sentence and understand that the meaning changes.

Word List: Words highlighted as text in this episode

- Robot
- Spring
- Fins
- Sings
- King
- Ring
- Swing
- Bring
- Invent
- Sits
- Flies
- Rolls
- Runs

Materials: recycled materials (see below), either stickers with one of the Alpha Pig letters "f," "i," "n," "s" on them or letter necklaces using index cards with one letter "f," "i," "n," "s" written on each and yarn, alphabet flashcards (all 26 letters), slinky-like toys and pop up spring toys (optional), construction paper, word family words written on index cards or construction paper (be sure to include multiple -ing words – i.e. king, ring, sing, wing, bring, cling, spring, sting, strings, swing, thing)

Episode summary: Ready...steady...splat! Whyatt and his puppy want to win the porridge race, but the bowl of breakfast cereal keeps falling off the puppy's back. This is a super MESSY problem! The Super Readers visit the *Great Robot Race* and encounter a boy named Bradbury who is determined to help his Robo-doggie win a race too! Both Bradbury and the Super Readers will have to use a little creative problem solving to help Robo-doggie zoom to the head of the pack.

Alpha Pig...to the Rescue

Part one of the Great Robot Race is about to begin. To complete this part of the race, Robo-doggie must swim across the pool, but he can't swim! Bradbury wants to invent Puppy Swimmy Fins but he can't make them without any fins. We need to help Alpha Pig use his amazing alphabet tools to build fins for Bradbury so that Robo-doggie can swim his way to the finish line.



Activity 1: Red Rover Red Rover

Directions: Give each child a letter, either "f," "i," "n," or "s" to stick on the front of their shirts or make letter necklaces using index cards and yarn with the letters. Separate the class into two equal teams. Have the teams face each other. Choose a team to begin. Have one member of this team choose a letter from the opposing team and call out:

Red Rover Red Rover, send letter _____ over!

The children wearing this letter must run over to the other side and call out a letter for the team across the way. Continue until all the letters have been called and then have students switch letters for more practice.

Activity 2: The Great Alphabet Race

Directions: This race will require team work and cooperation. Pass out a letter of the alphabet to each child (if you have fewer than 26 students, give one child two letters that are in alphabetical order). Ready, Set, Go! Time how long it takes the students to get into alphabetical order. Do this two or three times and see if they can beat their initial time.

Woofster...to the Rescue

For the second part of the race, Robo-doggie must jump through a hoop, but he can't jump! Bradbury invents a Puppy Springer-Upper, just the thing for a puppy who can't jump. But to build this invention, Bradbury needs a spring. What is a spring? Woofster uses his Doggie Dictionary to find out that a spring is a curly piece of wire or metal that is bouncy.



Activity 3: Going Springy

Directions: If available, pass out slinky-like toys and pop up spring toys (the kind you push down and then let pop up). Allow children to experiment with these springs. Next, have them make a puppy dog craft using circles and ovals for the head/body/ears. Have them fold strips of paper back and forth like a fan and then stick them on for legs and the tail. Explain that the puppy has springy body parts. Last, have students pretend to have their own springs.

Set up various objects to jump on and over and have them line up, taking turns as they jump through the obstacle course.

Wonder Red...to the Rescue!

Bradbury needs a spring for his Puppy Springer-Upper. With our help, Wonder Red uses her power to rhyme and finds the word *spring* in her Wonder Words Basket. Now Bradbury's invention will have the bounce that it needs to get Robo-doggie to the end of the race.



Activity 4: Alpha-Springer Uppers

Directions: Have children squat down pretending to be springs. Show them different words. Whenever they see an "ing" word, they must spring up and reach as high as they can and then squat back down again.

Super Why...to the Rescue!

Robo-doggie makes it to the last part of the race. Now he has to catch a flying disc. Just as he's about to jump up and catch the disc, his Springer-Upper pops off and the disc is stuck up in a tree. Robo-doggie's story says Robo-doggie runs into the tree, but that doesn't help him get the disc and finish the race! With the power to read, we can change the story. If Robo-doggie flies into the tree, he can get the disc. Bradbury quickly invents a Flying Machine and Robo-doggie finishes the race. Hip Hip Hooray!



Activity 5: Inventor

Directions: Write this sentence on the board:

Robo-doggie _____ into the tree.

Have students help you fill it in with their knowledge from the episode.

Discuss what an invention is and then collect a variety of recycled items including milk and egg cartons, paper towel tubes, shoe boxes, twist ties, fabric, bottle caps, corks, water bottles, buttons, cereal boxes, oatmeal containers, tissue boxes, etc... Make an invention station in your classroom where children are invited to let their imaginations run wild. Ask them to plan and create an invention that would help win a race. Have them share their inventions with the class and as they share have them dictate these sentences to you. Write them down on the board for all to see.

My invention is called a _____.

My invention will _____.

