**Day One**

Dear Parents,

In the After School Program today, your child read a book called *Galimoto* by Karen Lynn Williams. This book tells all about Kondi, a child determined to make a galimoto. A galimoto is a toy vehicle made of wires. Although his brother laughs at the idea, Kondi spends all day gathering wires. By the end of the day, his galimoto is ready to be played with. Ask your child about the toy Kondi created!

During the next after school session, the students will take on the role of engineer, designing a toy or game from recycled materials just like Kondi did. Ask your child to share the ideas he or she brainstormed today, and talk about the steps they plan to take to build their toy or game during the next session.

Thank you for sharing your child with us for this exciting After School Program!

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Day Two**

Dear Parents,

In the After School Program today, your child worked with his or her team to start designing a toy or game. As a team, they planned what type of toy or game they would make and what materials they needed. Ask your child to share the ideas his or her team brainstormed about their toy or game today, and talk about how they worked as a team to start planning it!

During the next after school session, teams will gather materials and begin building their toy or game.

Thank you for sharing your child with us for this exciting After School Program!

**Day Three**

Dear Parents,

In the After School Program today, your child worked with his or her team to choose materials and start building a toy or game. Once they finished building the toy or game, teams started to write step-by-step instructions explaining how the game/toy is played. At the next session, students will test out and review each other’s creation.

Thank you for sharing your child with us for this exciting After School Program!

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Day Four**

Dear Parents,

In the After School Program today, your child and their team took turns playing each game or toy. Students “graded” each others creation based on various categories. Using the scores, we talked about mean, median, and mode as a class. The teams also talked about how they would have improved or changed their designs. Ask you child which toy or game was his or her favorite!

Thank you for sharing your child with us for this exciting After School Program!