“Provide an **UNCOMMON** EXPERIENCE for your students and they will reward you with an **UNCOMMON EFFORT and ATTITUDE.**”

Dave Burgess
Teach Like a Pirate
Having Clear & Concise Expectations Is Key...

Even for Teachers!

Take the Lead to Inspire
Enthusiasm Ignites Greatness
Always Make Eye Contact
Create Relationships
Have a Smile :)
Come one, come all to the Energy Carnival! This park map will act as a guide for today's attractions.

Park Opening
Inspiration & Introduction

Fortune Teller: Energy Game
Pg. 3-4

"See ya real soon" last key points, questions, & thank yous!

"Energetic" Attraction
Designing your own ride using a rubric

Crazy Coaster
PE & PE
Objective: Students will match terms, concepts, and pictures with the ultimate goal of being left with NO cards.

Park Guide pgs. 3-4
Objective: Students will match terms, concepts, and pictures with the ultimate goal being left with NO cards.

1. Matching:
   - Before beginning the game you will independently match the terms with their descriptions.
   - Signal you are done with a silent “thumbs up”
   - Once at least 2 people have completed this, pair off with that person and compare answers. If matched correctly- praise, if matched incorrectly- coach then praise.

2. Setup:
   - Choose a dealer! Dealer will shuffle cards and give each player 7 cards dealt face down.
   - Place the remaining cards face down in the middle to make a Draw pile.
   - Flip the top card over to make a Discard pile.

3. Play Game:
   - Once every player has viewed their cards the person to the left of the dealer will begin first.
   - Each player will try to match the content of the card in the Discard pile to what they have in their hand and place it on top of the discard pile.
     - You MUST match either by the term, definition, symbol/action.
     - For example, if the discard pile has a Kinetic Energy Card you must place either an example, picture, or definition that represents Kinetic Energy.
     - You are not matching the COLORS only the CONTENT! Except for action cards (see back).
   - If you cannot match the card in the Discard pile you must draw a card from the Draw pile until you find a match.
   - The moment a player has just one card they must yell “UNO!”. If they are caught not saying “Uno” by another player before any card has been played, the player must draw two new cards.
   - If the Draw pile becomes depleted, shuffle the Discard pile to regenerate a new Draw pile.
   - The game continues until a player has no cards remaining!
**Fortune Teller**

**Action Cards:**
- **ALL** of these cards can only be played on a matching color or same action card. **

**If these action cards are turned over 1st, the action must be carried out!**
- **Draw 2** - The next player must draw two cards from the Draw pile and forfeit their turn.
- **Reverse** - If going clockwise, switch to counter clockwise or vice versa.
- **Skip** - The next player must skip their turn.

**If these action cards are turned over 1st, shuffle back into Draw pile and flip a new card.**
- **Wild Card** - This card allows the player who put the card down to change the topic.
  - If this card is turned over 1st, shuffle back into Draw pile and flip another card.
- **Draw 4 Wild Card** - In addition to the wild card rules above the next player must also draw 4 cards from the Draw pile and forfeit their turn.
  - If this card is turned over 1st, shuffle back into Draw pile and flip another card.
- **Blank** - Using the expo marker you can draw or write an energy topic that you choose.

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FORTUNE TELLER

Energy Uno

By Kimberly Stalker and Melissa Szentmiklosi
“If you can’t explain it **simply**, you don’t understand it well enough.”

*Albert Einstein*
Total energy of an isolated system remains constant. It is said to be conserved over time. Energy can neither be created nor destroyed rather, it transforms from one form to another.

Power that can move from one place to another that always stays the same.

Energy possessed by a body by virtue of its position relative to others, stresses within itself, electric charge, and other factors.

Power that is just sitting there, waiting to be used.
**Objective:** Design and construct a roller coaster using only the provided supplies that will successfully get a marble from point A to point B successfully while exploring mechanical energy!

Park Guide pgs. 5-6
**Crazy Coaster**

**Objective:** In groups of 3-5 design and construct a roller coaster using only the provided supplies that will successfully get a marble from point A to point B while exploring mechanical energy!

**Brainstorm:** Think about a design for your coaster. In your park guide, independently sketch a design for your coaster.

**Jobs:**
- Director
- Technician
- Communicator
- Materials Manager
- Assistant
- Engineers (If needed)

**Materials:**
- 5 Cups
- 10 Paper Plates
- 10 Straws
- Scissors
- 1 Marble
- 1 Roll of tape

**Procedures:**
1. Your Coaster must have different heights, turns, loops, tunnels, etc. throughout... be creative!
2. Perform multiple test runs to make sure your marble can reach the end before time is up!
3. Using your sticky notes label the following:
   - Greatest Kinetic Energy
   - Least Kinetic Energy
   - PE → KE
   - Greatest Potential Energy
   - Least Potential Energy
   - KE → PE

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CRAZY COASTER

By Kimberly Stalken and Melissa Szentmiklosi
CRAZY COASTER

A Ride On The Seesaw

By Kimberly Stalker and Melissa Szentmiklosi

MUN 26 June 2017

least PE greatest KE

least KE greatest PE
<table>
<thead>
<tr>
<th>Ride Requirements</th>
<th>Checklist</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Energy Types</strong></td>
<td><strong>Checklist</strong></td>
</tr>
<tr>
<td>Thermal</td>
<td><strong>Describe the type of attraction: ride you want to</strong></td>
</tr>
<tr>
<td>Electrical</td>
<td><strong>Explain how your ride obeys the Law of Conservation of Energy.</strong></td>
</tr>
<tr>
<td>Chemical</td>
<td><strong>Label All energy transformations that occur.</strong></td>
</tr>
<tr>
<td>Sound</td>
<td><strong>Examples: spinning swing set, roller coaster.</strong></td>
</tr>
</tbody>
</table>

**Rough Draft**

**Design Challenge**

- **Energetic** theme park ride. Make sure your ride includes all the requirements on the checklist!

**Flying Terror**

- Theme: **Dracula's Lair**

- Law of Conservation of Energy
  - Energy changes form and has two components: Kinetic and Potential Energy.

- Types of Energy
  - Mechanical
  - Electric
  - Chemical
  - Radiant
  - Sound
  - Potential
  - Kinetic

- Checklist:
  - Name: Theme of your ride
  - Sketch or drawing of your ride
  - State what alternative energy source you are using to power your ride and why you are using this energy source.
  - Label All types of energy that are being used.
  - Examples: Electric, Mechanical, Thermal, Sound, etc.
Frankenstein's Free Fall

By: Kimberly Stalker and Melissa Szentmiklosi
“Knowledge is power but, enthusiasm pulls the switch”
Thank you for choosing us to spend time with and share in our passion for all things student engagement!

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