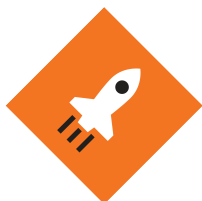


Little learners get hands on, minds on at Tinkering for Tots, a program designed for curious preschoolers to develop an innovative mindset and make connections through storytelling, play, artifact exploration and a take-home STEAM activity kit.

What connections are we making?

Highlighted Habit



TAKE RISKS

Description: Try something new. Be brave! Let's do this a new way. Let's make something new.

Story

Title: *What Do You Do With a Chance?*

Author: Kobi Yamada

Why we picked this book: This book is part of a series that encourages our little learners to explore new things, to try new things, to persevere, and to take chances in safe ways. This book pushes our littlest learners to be bold, try things they've never done before and see what they can accomplish.

Artifact Spotlight

Name: Replica of the 1903 Wright Flyer

Location: *Heroes of the Sky* exhibit

To learn more about the story behind this artifact, please see the artifact spotlight on Page 2.

Open Exploration

Description: Practice taking safe risks by balancing on walking stones and stacking rocks.

Skills your young learner is practicing: Taking safe risks by trying something new.

Questions to Ask Your Young Learner

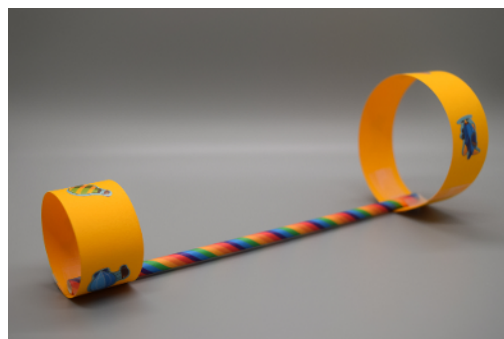
Why was the child in the story afraid to take a chance? Are you ever afraid to take a chance? To try something new? What should we do if we try something new and can't do it at first? Was stone walking or rock stacking hardest to do? What did you do when it got hard? What activity had you never done before? What activity was the most fun?

Take-Home Activity

Title: Flying Machines

Materials:

- 10-inch by 1-inch strip of construction paper
- 5-inch by 1-inch strip of construction paper
- 1 paper straw
- Stickers
- *Tape not included*



Artifact Spotlight



Wright Flyer Replica: Orville and Wilbur Wright built the original Wright Flyer at their bicycle shop in Dayton, Ohio, for about \$1,000 of their own money. Their friend and mechanic Charles Taylor built the 12-horsepower engine (like one on a small riding lawn mower) from a rough drawing he nailed over his workbench. That original 1903 Wright Flyer is in the Smithsonian Air and Space Museum in Washington, D.C.

This exact copy was built to celebrate 100 years of flight. This Wright Flyer is the most accurate one ever built. Ford Motor Company gave Henry Ford Museum of American Innovation the plane after its commemorative flight, which was supposed to happen at Kitty Hawk, North Carolina, on Dec. 17, 2003 — exactly 100 years after the Wright brothers' first flight — but rain and not enough wind kept it from being successful.

The famous first flight, by Orville, lasted only 12 seconds and went just 120 feet. Each of the brothers' next tries went farther and lasted longer. The fourth flight, with Wilbur flying, traveled 852 feet and lasted a full 59 seconds.

Wilbur had only 1 minute and 12 seconds in the original plane, and Orville's two flights took only 27 seconds that day.



To invent an airplane is nothing. To build one is something. To fly is everything.

Take-Home Activity

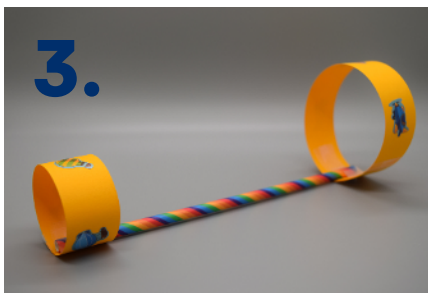
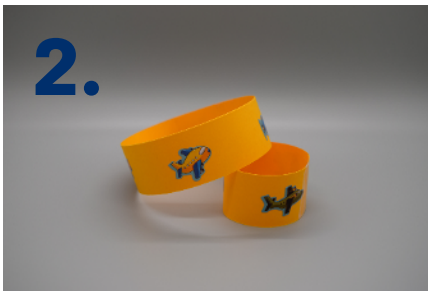
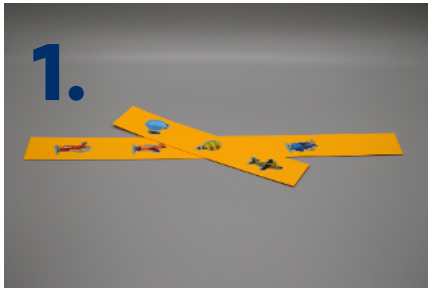


Flying Machine Materials:

- 10"x 1" strip of construction paper
- 5"x 1" strip of construction paper
- 1 paper straw
- Stickers
- *Tape not included*

Directions:

1. Decorate your strips of paper with stickers or markers.
2. Fold each strip to create a circle with the decoration on the outside and tape the ends.
3. Tape one end of the paper straw inside the larger circle.
4. Tape the other end of the paper straw inside the smaller circle.
5. Your Flying Machine is now ready to fly.



Coloring Sheet

