



1st Grade Adventure Field Trip: Superscope



Come meet Superscope in this field trip focused on Physical Science, Life Science, and Social Studies!

For as long as they can remember, Superscope has loved to help people. From helping neighbors carry their groceries and shoveling snow off all the driveways in the city to defeating evil and saving lives, helping others has always filled Superscope's heart with joy. (Of course, all that traveling around the city and saving lives is helped by the fact that Superscope has super-strength and super-flight powers, as well as a super-sized love of learning!) Superscope has been asking the city to make them an official superhero for years. And finally, the city has decided that they do need a superhero! Superscope's first day as an official superhero is tomorrow, and they can't wait! But Superscope has a few more preparations to make before they can start superhero-ing it up. Thankfully, Superscope knows just the people who can help, so they are reaching out to some friends (that's you!) and asking them to come to Wonderscope to help out!

The activities for this field trip are as follows:

Activity One: Help the city signal Superscope!

In this activity, students will learn about circuits. Then, they will use their new knowledge to power up the city's light signal for Superscope. This station aligns with the following MO and KS 1st Grade Learning Standards:

MO Science 1.PS4.C.1: *Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance. [Clarification Statement: Examples of devices could include a light source to send signals, paper cup and string "telephones," and a pattern of drum beats.]*

KS Science 1-PS4-4: *Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance. [Clarification Statement: Examples of devices could include a light source to send signals, paper cup and string "telephones," and a pattern of drum beats.]*

Activity Two: Help Superscope design a super suit!

In this activity, students will learn about the defense mechanisms of four wild animals. Then, they will choose one animal-inspired defense mechanism to include on Superscope's new super suit! Students will have the chance to draw a new super suit for Superscope at the end of this station. This station aligns with the following MO and KS 1st Grade Learning Standards:

MO Science 1.LS1.A.1: *Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.*

KS Science 1-LS1-1: *Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.*

Activity Three: Help Superscope resolve a conflict with Dr. Trouble!

In this activity, students will learn about a conflict that Superscope is having with the supervillain Dr. Trouble. Then, students will help Superscope choose what decisions to make to resolve the conflict. This station aligns with the following MO and KS 1st Grade Learning Standards:

MO Social Studies 1.RI.6.B *Propose peaceful resolutions of disputes in the classroom and on the playground.*

KS Social Studies SSC1.6: *Understand that people have different perspectives*