



Sanders Memorial Elementary School

Authentic Learning Units



K

Yo Ho! Let's Go

Students learn what it takes to be an All-Star Stallion and go on an adventure to learn about themselves, being a good classmate, school rules, and maps.

Baymax

Students transfer their knowledge of five senses to reprogram Baymax and brainstorm ways to help others take care of their five senses.

Community Helpers

After learning about our community, students use the design process to invent new tools to help our community helpers.

Daisy Deer

Students learn about recycling and use the design process in order to help create and maintain a clean environment for Daisy Deer to live in.

Pete the Cat

Students explore force and motion (i.e. pushes, pulls, gravity and vibration), then ideate equipment for their playground and explain how force & motion applies.

Up, Up, and Away to the Past

Students learn about the past in order to show senior citizens in nursing facilities that they care by creating a way to make them feel special.

Miles' Moon Mission

Students learn patterns of day and night. They create something to catch the moon's light and show compassion by teaching others not to be afraid when the moon is "missing".

All Systems GO!

Students explore seasons, weather, land features, maps, and directions, so they can connect with classrooms across the US, while showing compassion by advocating for children in need.

Wild About Protecting Animals

After learning about animals, students research endangered animals, using the design process to bring awareness and help protect these animals.

Kindergarten

After learning about needs, wants and plants, students use the design process to find ways to encourage others to select healthier food choices.

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Super Stallions

Our Primer task, which encourages students to find their own "super power" as we learn about the character traits that all Super Stallions should possess.

Friends of Pets

Students learn about enforcement of rules and laws for humans and pets, sparking our first D2 project where students collected items for Pasco Animal Services.

Home

This story-based task challenges the students to help Tip and Oh find their way around Florida, while learning about Florida landmarks, cardinal directions, and how to read and make maps.

Hello Professor Change

Taking on the challenge to help SMES students remember important Science standards, students design 3D models that showcase the changes that happen on Earth, and observable changes in space.

Play Without Limits

Students feel bad that other students with disabilities were unable to participate in some games, so they use the design process and force and motion learning to create games that ALL kids could play!

Ordinary to EXTRAordinary

After learning about what America was like in the past, students use what they learned about influential Americans to set goals for their future and ideate ways they can make a difference in our world.

Interactive Boardwalk

Students use the design process to help spruce up the boardwalk here at Sanders. Students learn about living things and create an interactive classroom out at our boardwalk.

The Most Magnificent Thing

The most magnificent thing about being a Super Stallion is that we are innovators and creators! Students use the design process to create a Sanders mall in which they create products and services.

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Pollinating Pollinators

Students learn about why the pollinator population is decreasing and how they can help save them. Students come up with a plan to save the pollinators.

Where in the World Did the Slurpee Come From?

Students use what they've learned about the states/properties of matter to create a drink or food that will cool off teachers and then persuade them to buy their drink/treat, acting as producers and bartering.

Where in the World Did the Playground Come From?

Students are learning about force and motion and magnets and create a new playground game or equipment to use at recess that has force and motion or magnets as a part of the structure.

Cloudy with a Chance of Meatballs

Students are learning about different types of weather, safety, and weather patterns. They choose a severe weather to research and come up with a plan to teach others how to stay safe during that weather.

Where in the World Did the Hockey Stick Come From?

Students research the contributions of Native Americans as they choose an artifact to improve through the Design Process.

What in the World is Epcot?

Students research the contributions that immigrants have brought to America as they try to create a way, through the Design Process, to increase attendance at the country attractions at Epcot.

Where in the World is the Second Grade Garden?

Students come up with ways to restore the erosion that happened in the 2nd grade garden, while learning about earth structures and designing ways to improve soil retention.

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Secret Life of Stallions

This first task of the year helps our students learn the rules and expectations of third grade.

Reinventing Maps

Students explore different types of maps in order to learn how to read and make innovative maps.

Build a Zoo Task

Students learn how to classify animals and plants and create a zoo based on their characteristics.

Sphero Surfboard

While learning about matter, students create two different surfboards that could help a Sphero surf.

Technology Tour

While learning about the 5 regions of the US, students create a virtual field trip to a specific landmark in a region.

To Infinity and Beyond

Students create space themed apps and games that were used to have a team competition.

Business is Busted

To learn economics, students earn money, create a business, write a skit about the effect of a natural disaster on their business, and attend a market day event where they bought & sold goods.

Camping Catastrophe

Students create a solar oven while learning about energy.

Positive Contributions Museum

Students create a living museum for parents that showcases information about famous people.

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Rio

Through the use of the design process, students explore Florida's environment and advocate for endangered plants and animals in Florida.

Night at the Museum

Students study the life of Native American tribes in Florida, describe their contributions to Florida and ideate about what made the tribes unique.

Mr. Peabody and Sherman

Using the design process, students preserve a piece of Florida's history from the time Florida became a state up until World War 2.

Charlie and the Chocolate Factory

Students explore various states of matter by creating a unique candy that is based upon character traits from a character from the novel Charlie and the Chocolate Factory.

The Olympians

Students revisit the 7 Habits here at SMES. They use the design process to write a myth about one of the seven habits and design a constellation based on the myth they have created.

Moana

After learning about Florida's Geography, students advocate to solve the age old problem of Florida shrinking and sinking.

City of Ember

Students create an Energy Plan to save the mysterious City of Ember while proposing a bill to help with a real-life issue in our school, community, and world.

Shark Tank

Students advocate their future business ideas after learning about Floridian entrepreneurs to the SHARKS in the SHARK TANK!

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Science

Living Things Conservation Program

Students engineer solutions to problems that living things face by creating action plans.

Cooking Project

Students investigate the physics behind cooking to better understand matter.

Weather

Students use the design process and weather factors to create tourists attractions in different locations.

Designing a Car to Run on Clean Energy

Students study electrical energy to design alternatively powered concept cars.

Designing a New Machine

Using Force and Motion, students design machines that can complete everyday tasks.

Colonizing Space

Students create space objects capable of sustaining life as they explore our solar system.

Social Studies

Native Americans

Students utilize technology to create virtual reality tours of the lives of Native Americans.

European Explore Time Travel Chronicle

After learning about the impact of European explorers, students advocate for people to travel to their country of choice.

Colonial America

Students transfer their knowledge of life for Colonial Americans to advocate for a new middle school.

American Revolution

After exploring the American Revolution, students contact their representatives about US rights.

US Constitution

Students explore the impact of voting and create Ted Talks to advocate for what they have learned.

Westward Expansion

Students take a look through history to learn more about Westward Expansion.

Terrific Tours

Students use the design process to create a vacation plan to compete for the best vacation plan.