

**Grade Level:** K - 1

**Curricular Area:** Exploration (Applied Design, Skills & Technologies)

**Title of Lesson:** One Duck Stuck

**Learning Goals/Objectives:**

- Generate ideas for their experiences and interests
- Demonstrate your product, tell the story of designing and making it
- Explain how their product contributes to the individual, family, community, and/or the environment

**Materials Needed:**

- Access TumbleBooks through the following link and find the book One Stuck Duck  
[http://www.tumblebooklibrary.com/auto\\_login.aspx?u=sd41&p=login](http://www.tumblebooklibrary.com/auto_login.aspx?u=sd41&p=login)
- Paper and drawing supplies
- OPTIONAL: gather any recycled materials (cardboard, cans, toilet paper rolls, etc.) or other craft making supplies you may have in your home

**Activity Instructions: (Step by Step)**

- 1) Watch the read through of “One Stuck Duck” by Phyllis Root
- 2) Have you ever been stuck in the mud? If you could build something to help get you out, what might it be?
- 3) Try to think of as many ideas to help the duck as you can. Choose your favourite and draw a picture of your invention helping the duck!
- 4) Using your picture, describe how your invention works to your grown up!
- 5) How do you think the story would have ended if you had been able to help the duck?

**Extensions (Optional):**

- If you have craft supplies at home, try to make a model of your invention and take a picture of your work!