

## **Art Studio**

*While you are working, think about:*

Who does this puppet represent?

How does she or he learn best?

Are there any props or objects this learner would like to have? How can I make that?

Why is school important to this character?

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## **Building Studio**

*While you are working, think about:*

How does this help other learners in my classroom community?

How can I represent my structure so other people can understand it?

## **Discovery Studio**

*While you are working, think about:*

What am I learning about properties of materials?

How do engineers choose materials for their designs?

How do engineers know if they have come up with a good design?

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## **Math Studio**

*While you are working, think about:*

Tell me how you chose to (+) or (-) on that last move.

What number will you need to spin to land on your target number? How does subtracting help in this game?

What strategy is working for you?

## **Research Studio**

*While you are watching the video, think about:*

What can I find on the map?

What do I want to know about school in  
places far away and close to home?

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## **Writing and Storytelling Studio**

*While you are working, think about:*

What is my story about?

How are the events connected?

What do the characters care about?

Why is school important to the characters in  
my story?

What do my costumes show?