



Sample KiwiCo Summer Program:

Around the World



Overview

Sparking kids' sense of adventure and curiosity! Our Around the World program is designed to help students develop an appreciation for cultures from countries around the world. Through immersive, hands-on STEAM activities, we connect kids creatively with communities and customs beyond their own experience.

We're excited for students to explore the globe and visit:

- World
- Greece
- Peru
- Thailand
- Egypt
- England

*Customizations available for the countries included in the program

Contact Us

Web: education.kiwico.com

Email: schoolsgroups@kiwico.com

OBJECTIVES

Child-led Learning

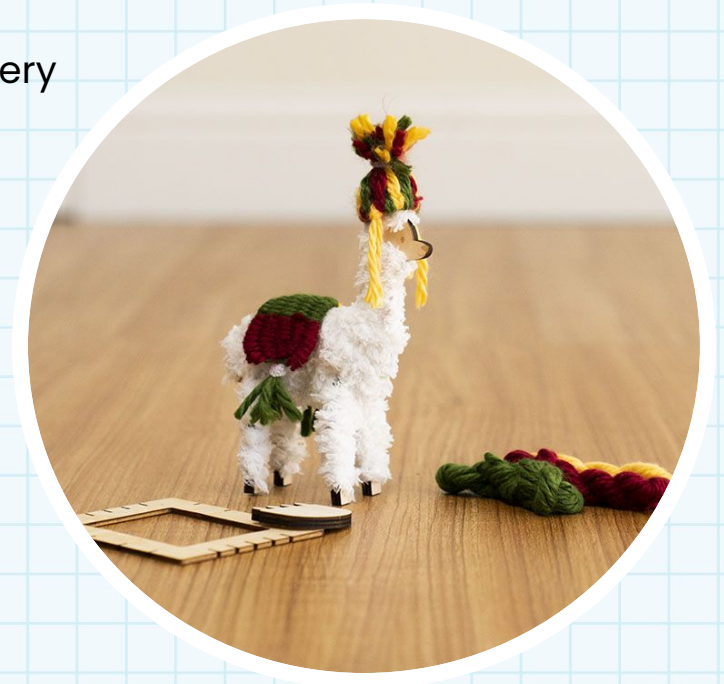
- Promote being a world citizen
- Establish ownership and a sense of accomplishment through achievable projects
- Build teamwork and collaboration through challenges

Language Arts

- Align with grade-level vocabulary lessons
- Prevent Summer reading loss

Math and Science

- Discover STEM concepts with every session
- Explore iterations of ideas and creative problem-solving



Program Overview

	Topics & Highlights	Hours of programming
Week 1	World <ul style="list-style-type: none">• Introduce the continents and explore maps• Build a globe• Set up each student's atlas and travel journal	Up to 9 hours
Week 2	Greece <ul style="list-style-type: none">• Build a Trojan Horse• Create your own Santorini Collage	Up to 9 hours +4 hours optional extension activities
Week 3	Peru <ul style="list-style-type: none">• Build a Alpaca Pal• Compete in a Toad Game tournament	Up to 9 hours +4 hours optional extension activities
Week 4	Thailand <ul style="list-style-type: none">• Tell a story by creating a puppet theater• Create a Krathong	Up to 9 hours +2 hours optional extension activities
Week 5	Egypt <ul style="list-style-type: none">• Design a headdress• Build and track time with a water clock	Up to 9 hours +2 hours optional extension activities
Week 6	England <ul style="list-style-type: none">• Build a Big Ben model• Create a coat of arms	Up to 9 hours +2 hours optional extension activities

Lesson Guide:

Week 3: Peru

DAY 1 – INTRO (2 hours): Unbox and pull out the envelope from Peru

- Opening Discussion: Who knows where Peru is? What continent? Climate? Common animals? Landmarks? Language? Common foods?
- Review 6 cards in the envelope
- Introduce vocabulary words
- Start travel journal entry for Peru

DAY 2 – ACTIVITY (2 hours): Make a fluffy alpaca friend

- Mini Alpaca: Make a little alpaca pal
- Mini Blanket & Hat: Weave on a loom

DAY 3 – CREATIVE ACTIVITY (2 hours): Plan a trip to Machu Picchu

- Have students plan a trip
- Divide students into groups and present their itineraries to each other

DAY 4 – ACTIVITY (2 hours): Play the toad game / Juego de Sapo

- Build the game tray
- Practice playing the game
- Set up a classroom tournament and see who scores the most points

DAY 5 – ASSESSMENT & REFLECTION (1 hour):

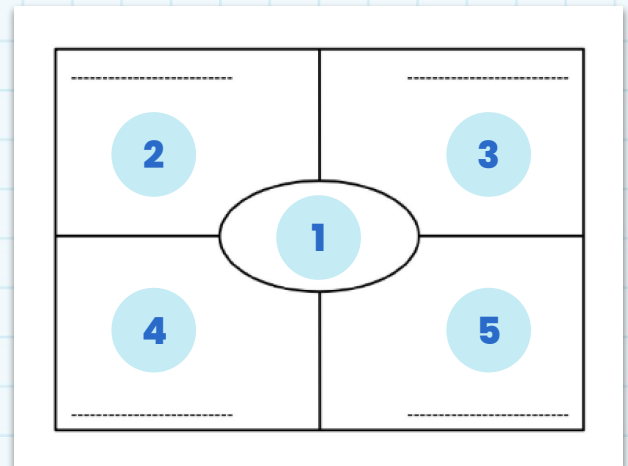
- Complete the quest on the envelope
- Finish travel journal

OPTIONAL EXTENSION ACTIVITIES: (materials not included in crate):

- Book Study (2 hours): KiwiCo Press book pairing available for purchase
- Cooking activity (1 hour): Quinoa Milk Pudding / Quinoa con Leche
- Art activity (1 hour): Nazca Lines

EXPLAIN: Vocabulary Map

1. Term
2. Definition
3. Picture/Image
4. Example
5. Non-Examples

See [page 9](#) for this **printable worksheet****Related Vocabulary (Peru)**

- **Shriek:** to cry out in a high-pitched voice
- **Adventurous:** willing to take risks or try out new methods, ideas or experiences
- **Platform:** a raised level surface on which people or things can stand
- **Descendants:** a person, plant, or animal that is a direct blood relative of a specific ancestor
- **Dwellings:** a house, apartment, or other place for living in
- **Gorgeous:** beautiful, very attractive
- **Resistant:** the ability to not be affected by something, especially in a negative way
- **Tote:** to carry
- **Notches:** an indentation or cut on an edge or surface
- **Ancient:** very old or belonging to the very distant past
- **Attract:** to cause things to come closer together by offering something of interest
- **Folklore:** the traditional beliefs, customs, and stories of a community, passed through generations by word of mouth
- **Variation:** a change or difference in condition, amount, or level
- **Tradition:** passing of a custom or belief down from generation to generation

Printables

Available on the Following Pages

1. Juego de Sapo Certificate
2. KWL Chart
3. Vocabulary Map

★ ACHIEVEMENT ★ CERTIFICATE

name _____

has the

MOST ACCURATE SHOT

PERU:
Juego
de Sapo



Exploring Peru:

KWL Chart

Name: _____

What do we know?	What do we want to know?	How can we find out?

Vocabulary Map

Name: _____

Definition -----		Picture / Image -----
<div>Term</div>		
Example -----		Non-Examples -----

SAMPLE PRICING

Sample per student pricing for a 6-week program:

5 – 74 students:

- Building individually: \$143 / student
- Building in pairs: \$75 / student

75 – 149 students:

- Building individually: \$135 / student
- Building in Pairs: \$72 / student

150+ students:

- Building individually: \$126 / student
- Building in Pairs: \$67 / student

*Add a weekly book pairing for \$9 / book or \$54 / student for all 6 books

Free standard bulk shipping in the United States. Ask us about our shipping customization pricing for options like: shipping to individual addresses, international shipping, custom labeling, inserts and more.