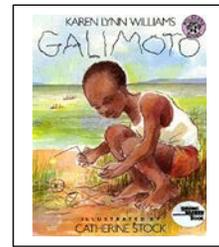# **Galimoto STEAM Lesson**

Program duration: 75-90 minutes with Read Aloud
Suggested Age Range: 4-12
STEAM Activity: Build personalized and original galimotos with pipe cleaners, floral wire, other easy to bend wire

Objective: Children will create their own toy, that may or may not move (librarian's choice), using given materials in the time allotted (constraints) then share their toy, what went well, what was a little difficult and how they built it (addressed or solved problems during their build).

Supplies/Resources/Tech:
- **Galimoto by Karen Lynn Williams**
- Pipe cleaners (variety of colors), floral wire (3 meters long pieces), twist ties, scissors, baskets or tubs for supplies (4-6 children per group), plastic tubs to organize supplies

Read Aloud: stopping to discuss at talking points **(Interactive Read Aloud provided)**
What is a galimoto? (Don't tell children or adults. They will find out as the story unfolds.

Introduction: *What are galimotos?* Have children describe in their own words.
1. Now you will have a chance to build your own galimoto. A galimoto can be any toy or plaything. Think about a toy you could make with these supplies (show supplies).
2. Have children turn and tell someone sitting next to them what they are going to make.

Children Ask Questions: Encourage children to ask questions. Answer procedure questions directly but not creating questions. Record these, if able, to revisit later. (Some questions may be answered today and others another visit. You might have to read to find out an answer to your questions. You might look on the Internet or find a YouTube video answer. Some questions just can't be answered and that's okay.)

Engineering Challenge: As you build your galimoto, remember you can make as many changes as you want. Engineers plan, design, create or make, tinker around to make changes and add details, keep building until it looks or works the way you want, talk to other builders and share ideas.

Guided Practice:
1. Have children move to designated small group areas with prepared supplies. Children can sit at tables or on the floor or both.
2. Move among children to be sure they have an idea, helping those who don't. Ask what they like to do for fun that is not a computer game or video game.

What pets do they have? Encourage them to make a non-electronic toy, pet or even an important person.

Independent Practice:
1. Give children time to create, circulating to support, as needed.
2. Let children know when it's almost time to clean up and share/present ideas.
3. Have children stop creating/building their galimoto and begin to clean up. If a few children aren't done, you could quietly let them take a few supplies home to complete.
4. Move children back to the carpet, large group area.

Children answer questions posed as able or researched: Have children answer questions posed earlier, if appropriate and able.

Children Share: Have children stand, show and share what they made, what went well and what was challenging.
- Have everyone applaud for each galimoto.

Show YouTube Video
Making Wire Cars Games in Makuleke, South Africa 1:20
https://www.youtube.com/watch?v=CemYbs5GJNQ&list=PL6X2bA0puds5Sayay4-7Ae3z6Jh_560lJ