## UNIT 4: THE WORLD OF COLOR / WEEK 1

# **Building a Laundromat**

Standard Connection: ELA.RL.PK4.4a ELA.W.PK4.1c M.CC.PK4.2 S.ES.PK4.3a PD.FM.PK4.4 PD.FM.PK4.1 VA.CR1a.1.PK VA.PR4a.1.PK

# **Enduring Understanding(s):**

• Color can carry information.

## **Essential Question(s):**

• How do you make your thinking and learning visible to other people?

Materials	Vocabulary	Books
<ul> <li>Max's Dragon Shirt</li> <li>paint</li> <li>paintbrushes</li> <li>Beautiful Stuff</li> <li>magazines with images of clothing, fabric swatches</li> <li>adhesives (glue, tape, Velcro, etc.)</li> <li>smocks</li> <li>writing and drawing utensils</li> <li>images of laundromats (see Resource)</li> </ul>	detergent: liquid or powder for washing clothes  dryer: a machine for drying laundry  fabric softener: liquid used to soften clothes when they are washed  laundromat: a place with many washing machines for doing laundry  laundry: dirty or stained clothes  washing machine: a tool for washing laundry	MAX'S DRAGON SHIRT  ROSEM A.R. Year WELLS

Intro to Centers		
Preparation: Set up materials.		
"In Max's Dragon Shirt, Max spilled ice cream on his shirt. What do you notice?"	Show illustration. Children respond.	
"Max's shirt was stained. <b>Laundry</b> - stained or dirty clothes - can be cleaned in a <b>washing machine</b> ."		
"A laundromat is a place that has many washing machines."		
"Here are images of <b>laundromats</b> . What do you notice?"	Show images. Children respond.	
"What will we need to play <b>laundromat</b> in Dramatic Play?"	Children respond.	
"Today in Creative Arts, you can create <b>washing machines</b> , <b>dryers</b> ,, etc. using these materials."	Show materials.	



#### **During Centers:**

Encourage children to use their *Laundry Research* to plan what they need to create props (knobs, dials, buttons, coin slots, etc.). Encourage children to create pretend money. Support children in writing labels with letters/words and numbers. Support children in determining and assigning different tasks such as dryer builders, sign-makers, washing machine engineers, etc.

#### **Guiding Questions During Centers:**

- How will your prop be used in the laundromat?
- How is your prop similar to or different from the machines in a real laundromat?
- How is washing laundry similar to or different from washing dishes or taking a bath?
- How will a customer know how much money it costs to use the washing machine/dryer?

## Thinking and Feedback:

Invite children to share their processes. Encourage children to describe the challenges they might have encountered.

#### Documentation:

Collect samples of the children's work as well as photographs and/or video of their processes; use the documentation to launch a discussion during Thinking and Feedback.

#### **Provocation:**

Encourage children to create and use laundromat props in Blocks to enhance their play in Dramatic Play. Arrange and document a field trip to a laundromat in the community. Encourage children to make a collaborative collage with fabric scraps and images of clothing. Use collage as washing machine/dryer window.

#### Differentiation/Accommodation:

For Intro to Centers, children with limited verbal skills can use a pre-programmed voice output device to answer questions about the story. (Keep in mind these will likely be closed-ended questions, as those are easiest to program into devices.) This can also be used to help students answer Guiding Questions. During Centers, provide a variety of materials to meet the children's fine motor needs.

