Make It Work!

Create a Colorful Caterpillar

When something is not working the way you want it to, you can check your steps and make it work! This computational thinking skill is a creative way of thinking that can help children solve problems in more organized ways. Try the ideas below to practice these skills with your child.

Total time needed: 20–30 minutes

Watch the Story

Going Bananas with Lemonade

Ask your child:
• How did the monkeys’ lemonade turn out the first time they made it? What was the problem?
• What did they do to make it work?
• Have you ever made your own lemonade, juice, or chocolate milk? How did it turn out?

Do the Activity

Create a Colorful Caterpillar

Follow the directions on the next page to do the activity.
You’ll need:
• Modeling dough or clay
• Paper or a paper plate

Watch the Video

Playing Around with Paint

The kids want to paint their playhouse so it matches their real house. But matching the color isn’t as easy as they think. They need to check their steps to find the problem and make it work by coming up with a way to fix it.

Read a Book (Optional)

Teddy Bear Patterns by Barbara Barbieri McGrath

Ask your child:
• Let’s say the first pattern on the cover out loud: blue, yellow, yellow; blue, yellow, yellow; blue, yellow . . . What color should come next in the pattern?
• If you made a Teddy Bear pattern, how many colors would you use and what pattern you would make?

For AHA! Island videos and activities, visit: ahaisland.org  Username: aha  Password: island
Do the Activity

Create a Colorful Caterpillar

Your child will create a caterpillar with a colorful pattern. Pay close attention—it can be tricky to make a pattern that repeats! **Check your steps** to see if there’s a mistake. If you find one, **make it work** by coming up with a way to fix it. You can use these steps to fix almost anything!

**Introduce the Activity**

(see materials on first page)

1. Tell your child:
   - Let’s make a caterpillar with a colorful pattern.
2. Explain that the colors on the caterpillar should repeat in the same order. Say:
   - The pattern can have two colors, like pink, blue; pink, blue; pink, blue.
   - Or it can have three colors like red, purple, yellow; red, purple, yellow; red, purple, yellow.
3. Have your child choose 2 or 3 colors of modeling clay and roll the clay into little balls. Then line the balls up in a row on the paper. Say:
   - What kind of pattern are you going to make for your caterpillar?
   - What steps will you take?
4. Give your child time to make her caterpillar. Let her make mistakes in the pattern—she’ll **check her steps** in a minute.

**Check Your Steps!**

1. Tell your child:
   - Let’s **check your steps** to see if your pattern has colors that repeat in the same order.
2. Have your child **check her steps** by touching each colored ball and naming the color. Say:
   - Tell me about your pattern.
   - Are the colors in the right places?
3. If your child finds a mistake in the pattern, help her **make it work**! (Go to the next column.)
4. If there aren’t any mistakes, say:
   - Let’s play a game. I’m going to make a mistake in your pattern. Then you’ll **check my steps** to see if you can find it.
5. Move the colored balls around to make a mistake in the pattern. Then have your child **check your steps** to find it.

**Make It Work!**

1. Tell your child:
   - Let’s **make it work**! How can you change the caterpillar to fix the pattern?
2. After your child has fixed the pattern, let her finish the caterpillar by adding a head, face, and antennae!
3. Remind your child of what she did:
   - You **checked your steps** by looking at your caterpillar and making sure the pattern was correct. When you found a mistake, you thought of a way to **make it work**!

**TIP: Try another challenge**

Play the game again. Try making a mistake in a more complicated pattern. Then challenge your child to **check your steps** and **make it work**!