



Make It Work!

# Take Me to the Fair

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

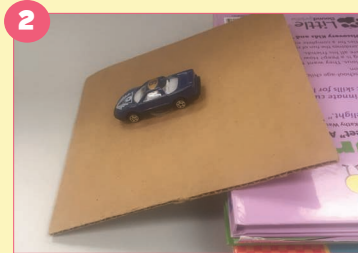


## Watch the Story

### Going Bananas with Lemonade

Ask your child:

- What went wrong when the monkeys tried to make lemonade?
- What did they do to **make it work**?
- Think of a time when you made something and it didn't turn out the way you wanted it to. How did you feel?



## Do the Activity

### Take Me to the Fair

Follow the directions on the next page to do the activity. You'll need:

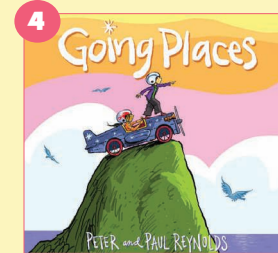
- Cardboard
- Blocks or books
- Toy cars or other objects that roll



## Watch the Music Video

### Check Your Steps

Watch the monkeys sing a song as they help Bo get dressed. What happened when Bo tried to put on his shirt? How did the monkeys help Bo **check his steps**?



## Read a Book (Optional)

### Going Places

by Peter and Paul Reynolds

Ask your child:

- Why does Maya decide to build something different?
- What do Rafael and Maya create together? How does it help them win the race?
- If you had a Going Places kit, what would you build with it?



For AHA! Island videos and activities, visit: [ahaisland.org](http://ahaisland.org) ➡ Username: aha ➡ Password: island

# Do the Activity

## Take Me to the Fair

Your child will build a ramp and use it to roll a toy car to the Fun Fair. If it doesn't work the first time, **check your steps** to find the problem, and then **make it work** by coming up with a way to fix it. You can use these steps to make almost anything better!



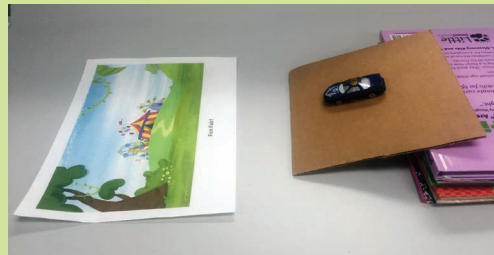
### Introduce the Activity

(see materials on first page)

1. Have your child build a ramp that can roll a car and stop on the Fun Fair picture. Ask:
  - Can you make a ramp out of the books and cardboard?
  - What steps would you use to make the ramp and roll the car?
2. Place the Fun Fair picture an arm's length in front of the ramp. Have your child roll the car down the ramp. Does it land on the Fun Fair?
3. It's okay if the car misses the Fun Fair—your child will **check her steps** in a minute. If the car does land on the Fun Fair, move the picture farther away to make the activity more challenging.

### Check Your Steps!

1. Tell your child:
  - Let's **check our steps** to figure out why the car didn't land on the Fun Fair.
  - What do you think would happen if you made the ramp steeper?
  - What would happen if the ramp was not so steep?



### Make It Work!

1. Tell your child:
  - Let's **make it work!** What can you change about your ramp to get the car to the Fun Fair?
2. Encourage your child to make changes and test them out. If the car misses the Fun Fair, help her **check her steps** and try again.
3. When the car lands on the Fun Fair, remind your child of what she did:
  - You **checked your steps** by thinking about how you set up the ramp and what happened when the car rolled down it. Then you thought of a way to **make it work!**

### TIP: More ways to practice

Use the same steps to help your child fix other problems in her daily life, like buttoning up a sweater, trying to carry lots of things at the same time, or fixing a toy that stopped working.

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