

MAKE
it your own

STEM ANT ACTIVITIES

STEM is Science, Technology, Engineering and Math. Learning about these topics in a creative, hands-on way not only allows children to develop their knowledge in this area, it is often helpful in getting them interested in careers in these respective fields!





MAGNET MAZE

This is a playful way for children to identify how magnets can create movement with the power of attraction.



1

MATERIALS

- Printable
- Box or cardboard tray (cereal, boot or shoe box etc.)
- Craft stick
- Strong magnets (we used button sized ones)
- Glue
- Scissors



2

DIRECTIONS

Have an adult cut off the bottom and one side of your box. Try to select a box that is made of thinner cardboard, so the magnets can work between it.

Paint your box if you like.

Print out the magnet maze and glue it to your box. (There is a coloured option, an option to colour yourself and another option to design your own)

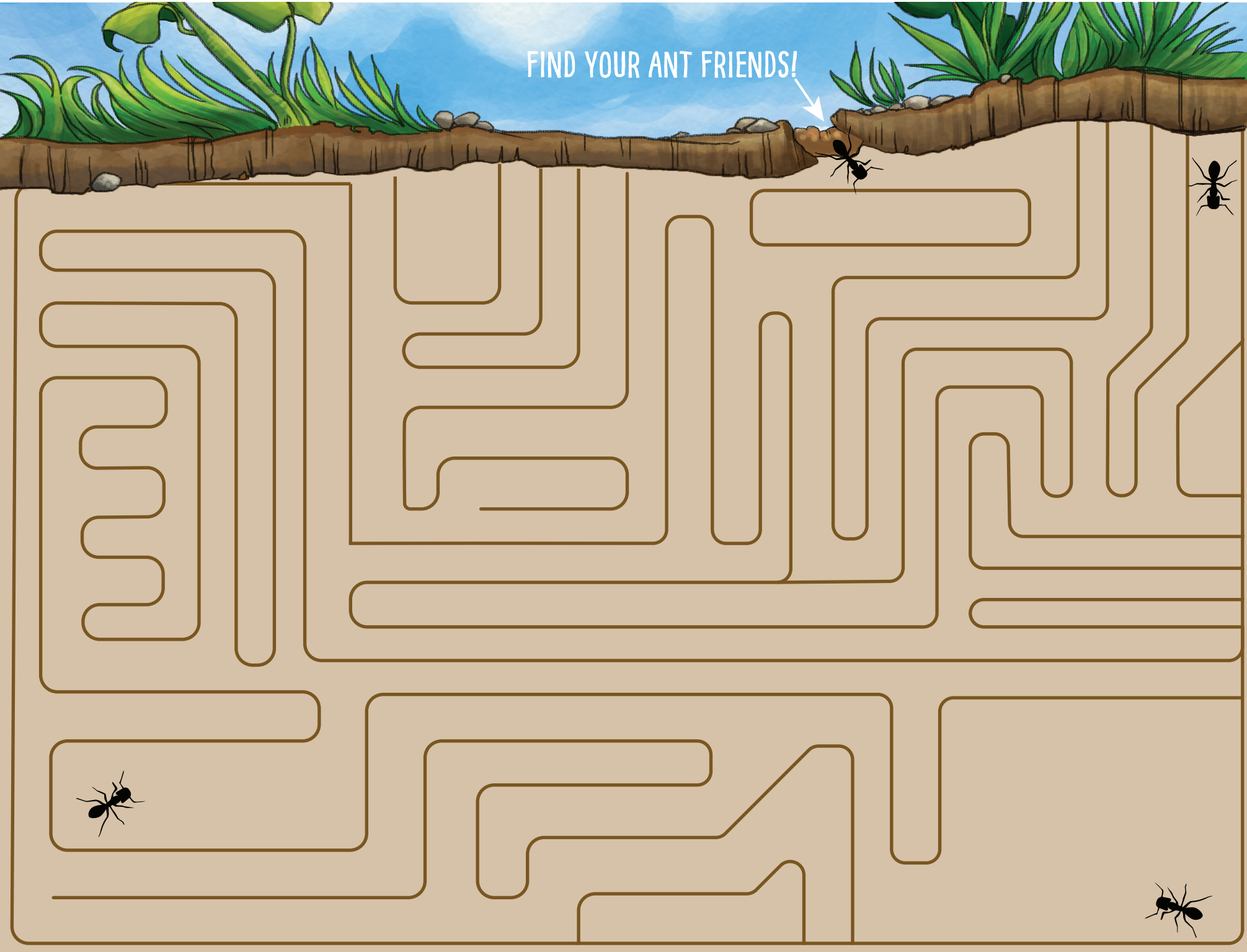
Glue one of your button magnets to the end of a craft stick. (This will make a magnet wand). Glue the other to the bottom of your ant that you printed and cut out. Make sure that you glue them so your magnets attract for your maze to work! Select strong magnets for this project.

Place your ant on your maze and using your magnet, try to move it within your maze! Can you get it to its friends?

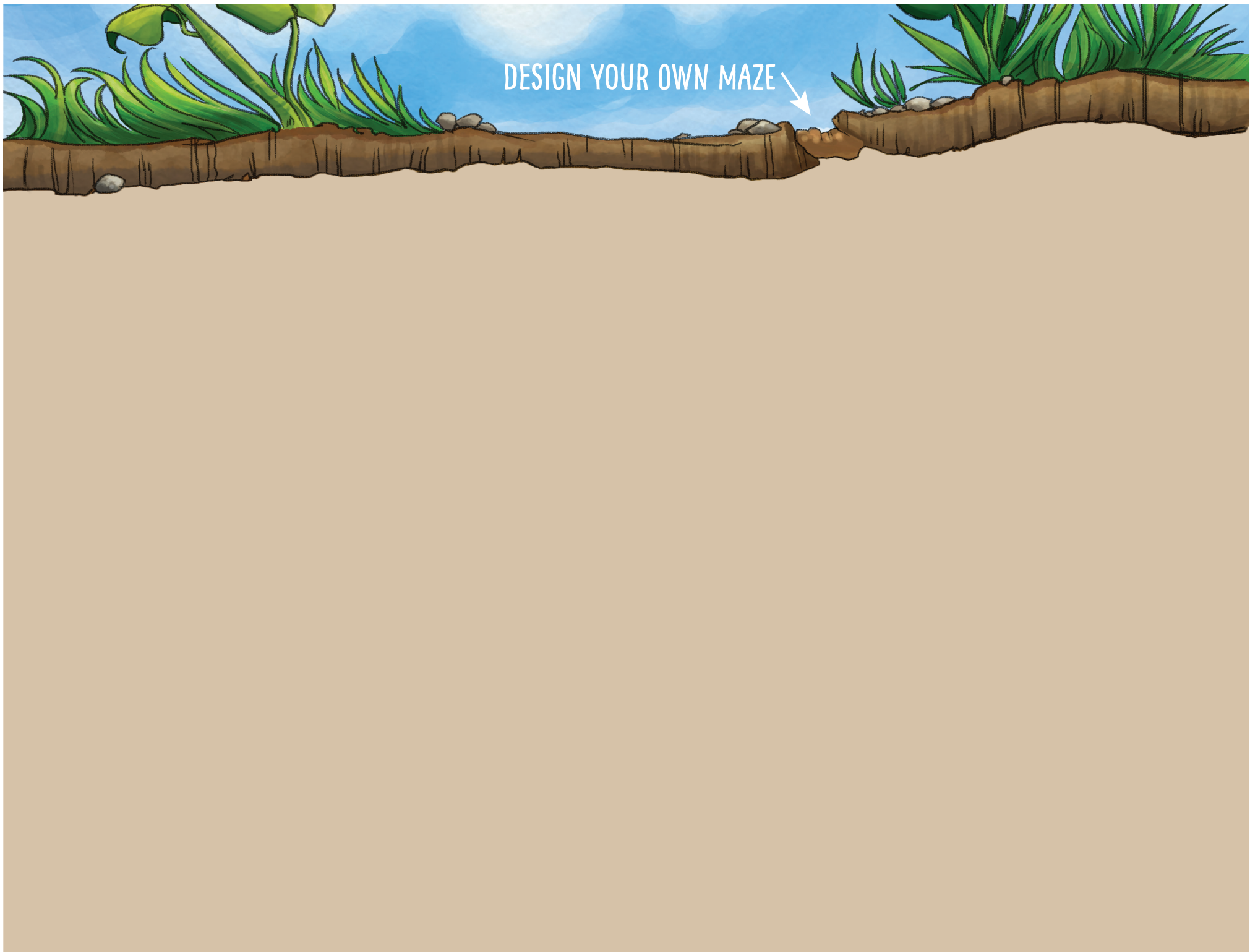
Ask yourself- how do magnets create movement?



FIND YOUR ANT FRIENDS!



DESIGN YOUR OWN MAZE





STAMPING ANTS

This activity uses a frame with two rows of 5 called a ten frame. Ten frames allow children to visualize and quickly identify the numbers 0-10 and are often used in education to help children organize items and count them. The number ten is then a building block to the Base Ten system (ten ones make a ten, ten tens make a hundred etc.). Hands-on learning allows children to form different kinds of connections while inputting information.



1

MATERIALS

- Printable
- Non-toxic black stamp pad/ paint/ dot marker or marker
- Pencil

2

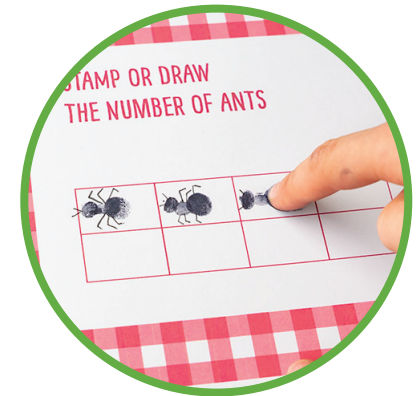
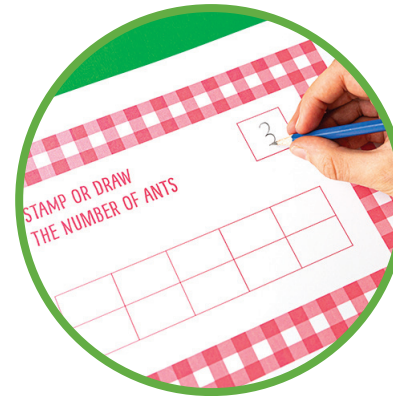
DIRECTIONS

Print out the ten frames- there are two options. One that is a traditional ten frame and another that has a picnic plate twist on it.

Select a number from 0-10 and write it in the box.

Now for the fun part- using your fingerprints, stamp that number of ants in your ten frame. You can use a non-toxic stamp pad, paint, a black dot marker (which is like a bingo stamper/ dabber) or draw the ants in. As you stamp, be sure to count aloud. This will help you understand how each ant corresponds to the number counted. Once your ant is dry, add their 6 legs with a pencil!

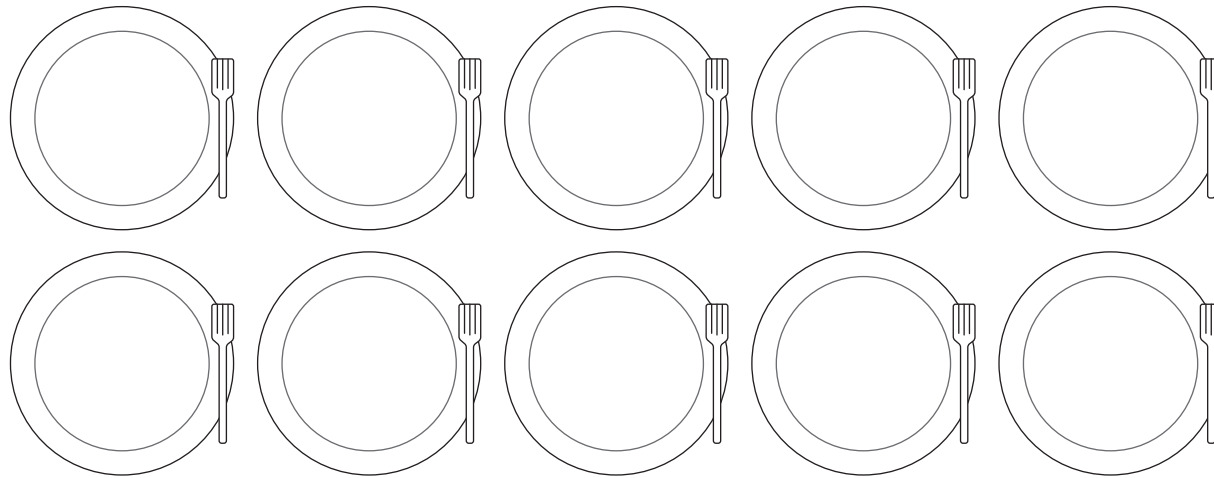
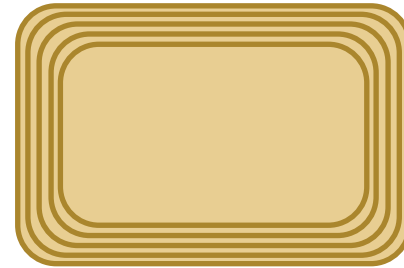
Try this with different numbers.



STAMP OR DRAW
THE NUMBER OF ANTS



**STAMP OR DRAW
THE NUMBER OF ANTS**





MATH MEMORY GAME

Dramatic play allows children to explore storytelling, work collaboratively with others and the opportunity talk in front of an audience. This activity allows children to writing for a specific purpose and to appeal to an audience. Cutting, gluing and assembling allows children to develop their fine motor skills.

1

MATERIALS

Printable
Scissors
Cardstock



2

DIRECTIONS

This is a twist on memory that gets children counting the ants and then matching them to the corresponding numeral cards.

Print the game cards onto thicker paper such as cardstock. If you don't have cardstock you could glue the sheet onto an additional copy paper one just to assure that the cards aren't see through.

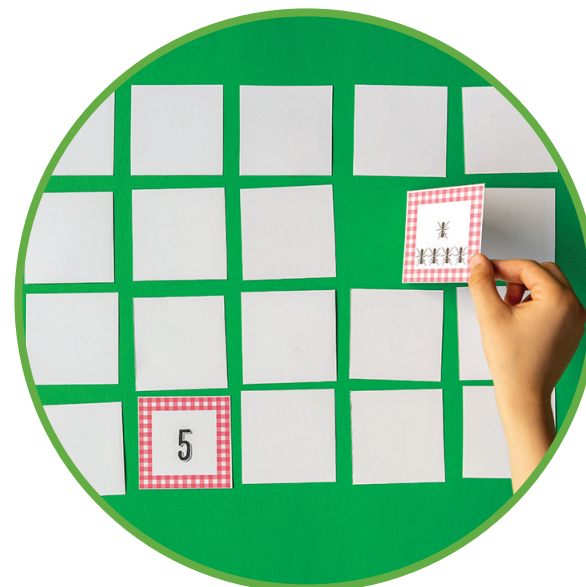
Cut out the cards and shuffle them.

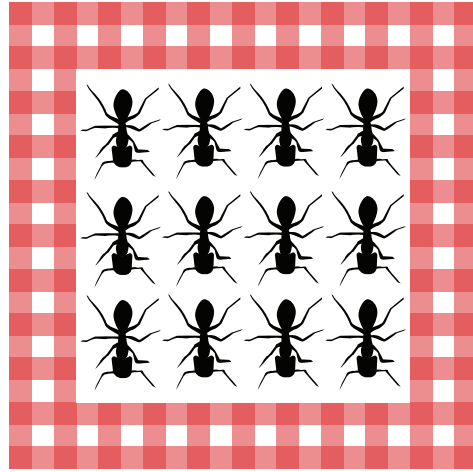
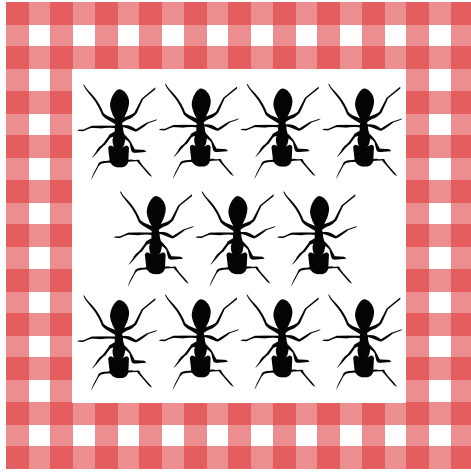
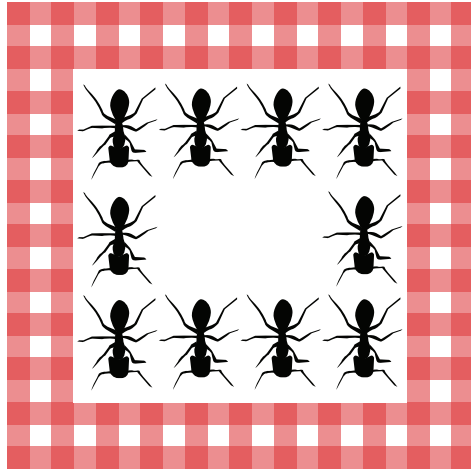
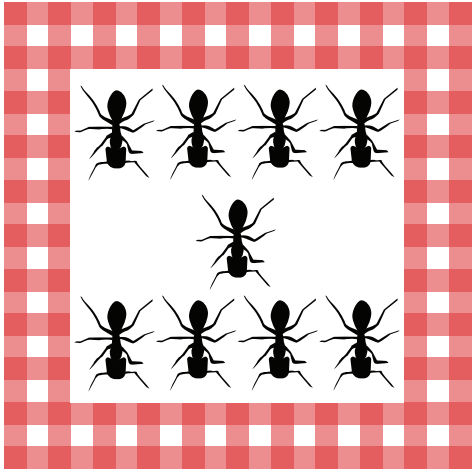
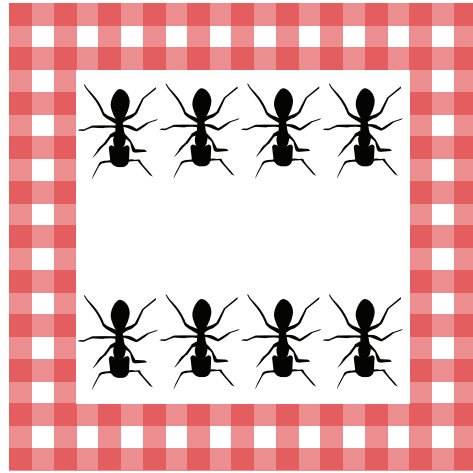
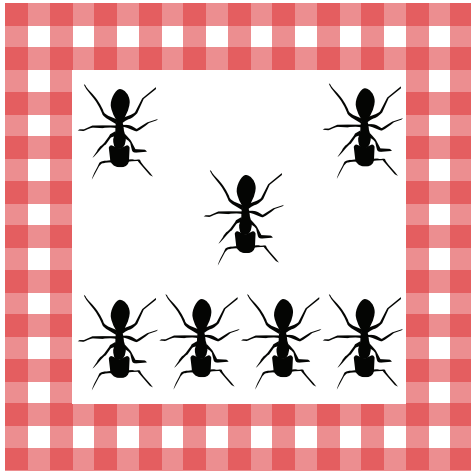
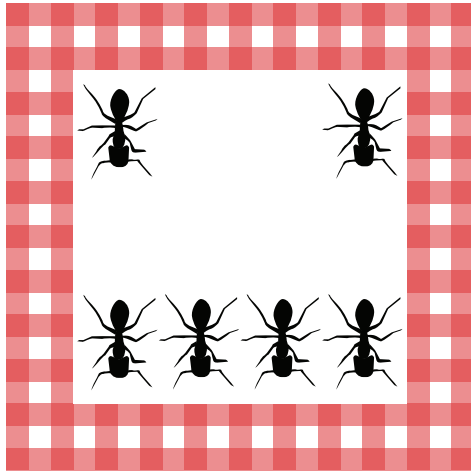
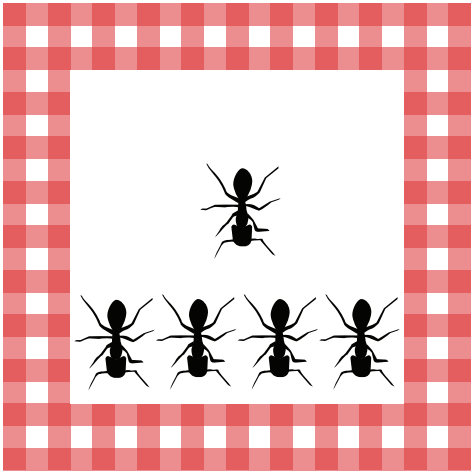
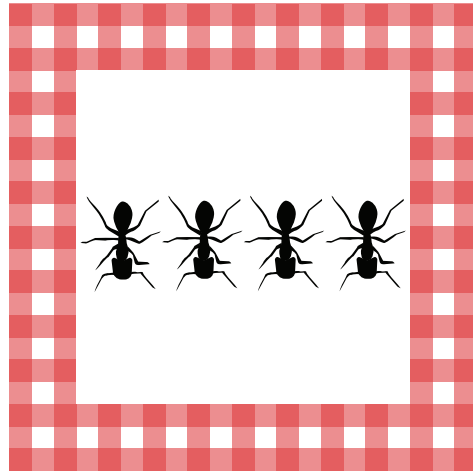
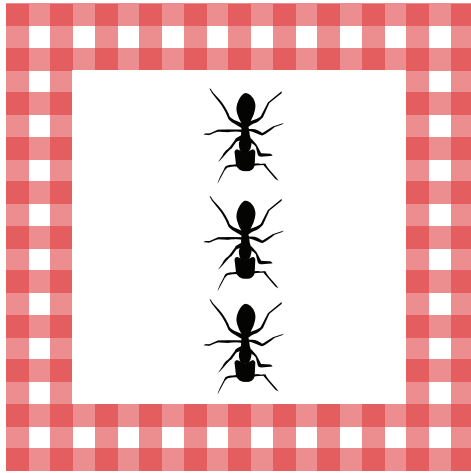
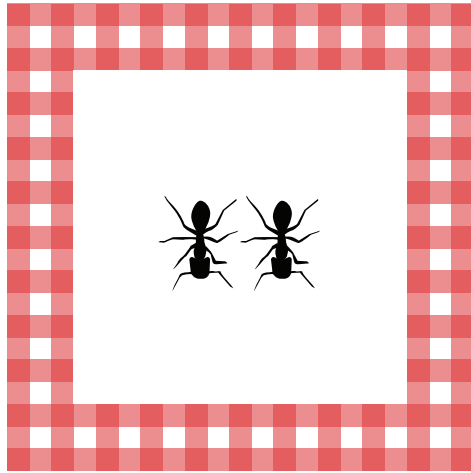
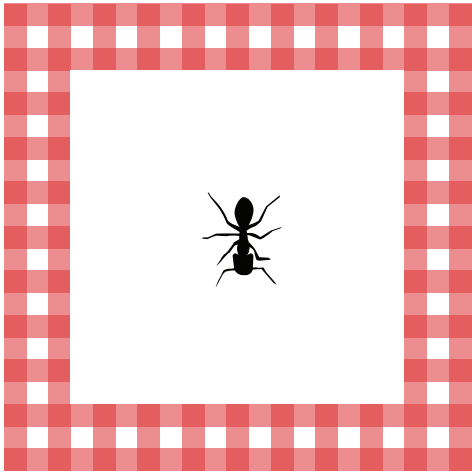
Lay them upside down in a grid formation.

Each player flips two cards (keeping them in their spot in the grid), counting the ants and trying to match that with the numeral. If your cards match, you get to keep them and then go again.

If your cards don't match, flip them back over placing them back in the spots they were, trying to remember where each card was. Allow the next player to go.

The person with the most cards at the end of the game wins.





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PURPOSE

Developing one's understanding of how a specific number of items corresponds to a numeral.

Exploring magnets, their qualities and how we can use them to create movement.

Playing games allow children to learn how to take turns and to communicate with and encourage other players.



SAFETY NOTES

We suggest that you use a tray and a smock to protect your clothing and surfaces.
Use scissors with care and direct, adult supervision.

Use non-toxic products when selecting a stamp pad or paint when in contact with children's skin.

Small items such as magnets can be a choking hazard, therefore be sure to keep them out of the reach of children ages 0-3 years of age or those that tend to put things into their mouths.

If a magnet is accidentally consumed, be sure to seek medical attention immediately.