TinkerActive WORKBOOKS

TINKER

MAKE

ENGINEER

The NEW way to LEARN THROUGH PLAY!

TinkerActiveWorkbooks.com
At the TinkerActive workshop, our mission is to inspire a generation of fearless learners, makers, and problem solvers. We all know that kids have to learn the ABCs and 123s. But the future belongs to the children who learn to think beyond the basics.

So we designed TINKERACTIVE WORKBOOKS to do both: build children’s foundational knowledge and encourage them to try new things, discover new skills, and imagine new possibilities. That’s what “Tinker, Make, and Engineer” means to us, and we believe that it can lead to lifelong learners who create a better world.

Each chapter includes curriculum-based activities as well as tinkering, making, and engineering projects, where kids can actually use the concepts they just learned to solve problems hands-on.

Every TinkerActive Workbook has been created in consultation with an award-winning teacher to ensure that we cover the core competencies and align with Common Core State Standards and Next Generation Science Standards.

We also include achievement stickers for each project, and a secret magnetic merit badge so kids can celebrate their accomplishments!

Our goals are to cheer on your child, to ask, “Why do you think that?” and to help them explore all the possible answers. By supporting your child’s innate curiosity, who knows what we might learn together!

Visit TinkerActiveWorkbooks.com to learn more about the workbook series and share your workbook fun with #TinkerActive.

Yours in discovery,
THE TINKERACTIVE TEAM
Let's Engineer: Weather Wheel!

Gather these tools and materials:

- Paper plate
- Tape
- Scissors
- Paper
- Crayons

1. Divide a paper plate into 5 equal sections.

2. Draw an image for a kind of weather in each section: sunny, cloudy, rainy, windy, and snowy.

3. Cut out a paper arrow.

4. Tape the arrow on the weather for the day.

5. Tally the weather for 1 week. At the end of the week, how many days were in each category?
Let’s Tinker: Make your own air rocket!

Gather these tools and materials:

- Paper
- Drinking straw
- Tape
- Scissors (with an adult’s help)

1. Roll a small piece of paper (about the size of your palm) tightly around the end of a straw.
2. Tape the paper to make a tube.
3. Fold the end of the tube and tape the folded part down.
4. Decorate your rocket by taping on small wings, fins, or a nose cone. You can also add stickers or color.
5. Blow quickly into the other end of the straw and watch the rocket fly!

An excerpt from TinkerActive Workbooks
Kindergarten Science: 9781250307248

Tinker! Make! Engineer! TinkerActiveWorkbooks.com
Count how much treasure each MotMot has. Then draw a line to the treasure chest with the matching number.
### Draw a MotMot!

#### Use the instructions below to learn how to draw a MotMot!

#### Meet the MotMots!
Our friendly, fuzzy creatures of all shapes and sizes are here to guide you through any project that comes your way!

1. **a triangle**
   - ![Triangle](image1.png)
   - Dimitri

2. **curved lines**
   - ![Curved Lines](image2.png)
   - Callie

3. **half-circles**
   - ![Half-Circles](image3.png)
   - Frank

4. **circles, points, and a curved line**
   - ![Circles, Points, and a Curved Line](image4.png)
   - Brian

5. **a curved line and 3 sides of a rectangle**
   - ![Curved Line and Rectangles](image5.png)
   - Enid

6. **curved rectangles and triangles**
   - ![Curved Rectangles and Triangles](image6.png)
   - Amelia

7. **curved rectangles**
   - ![Curved Rectangles](image7.png)

8. **open ovals**
   - ![Open Ovals](image8.png)

9. **curved rectangles**
   - ![Curved Rectangles](image9.png)

10. **open ovals**
    - ![Open Ovals](image10.png)

11. **Erase the sides of the triangle.**
    - ![Erase](image11.png)

12. **Color to finish Frank!**
    - ![Color](image12.png)

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**TINKER! MAKE! ENGINEER!**

TinkerActiveWorkbooks.com
Animals live close to the things they need to survive, like food, water, and shelter. This place is called their habitat. Draw a line to connect each animal to its habitat. Then trace the name of each habitat.
Plants have many parts to help them live and grow.

**STEM**
carries water and food

**FLOWER**
makes seeds

**LEAVES**
make food

Roots grow underground to collect water. Draw the roots.
COLOR THE MOTMOTS!
Perfect for grades K–2, each TinkerActive workbook comes with 128 pages of interactive curriculum-based exercises and exciting hands-on projects that utilize common household materials and encourage children to learn through play.