

World of Wonder

Educational Standards and Suggested Activities

Release week May 23, 2010: Sailing

Standards

- *Current Events*: Students will identify travel stories in the newspaper.
- *Social Studies*: Students will practice tying knots.
- *Science*: Students will practice the principles of sailing with online sailing games.

Activities

1. *Use the News*: Sailing is a form of transportation. What are some of the reasons why people travel? Read the newspaper for examples of transportation-related articles. Highlight or underline them, and share what you find with the class.
2. Sailors use many different knots. Research one, and teach it to the class. For fun, you could have knot-tying competitions. Decide on a particular knot, practice it, and see who can tie it the fastest.
3. Sailing is a challenging sport. Sailors must take wind direction and wind speed into account. Try it out with this online sailing-game website. There are several games from which to choose at www.sailgames.com/.

World of Wonder meets many state educational standards. This guide helps teachers identify standards and related activities generally intended for Grade 6, but teachers can modify activities to the appropriate grade level.