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## 100<sup>th</sup> Day of School STEM Activities

1. Measure a stack of 100 pennies.
2. Build the tallest structure using 100 straws or popsicle sticks.
3. Measure a string of 100 paperclips. Compare the difference in length when you use small paperclips and large paperclips.
4. String 100 cereal loops (Fruit Loops or Cheerios) or beads on a necklace.
5. Have children bring in 100 collection of something from home that will fit in a medium size baggy and use a scale to weigh and see whose is the heaviest.
  - Play "What's my rule?" with collections.
    - Start pulling out object's one at a time that all have an attribute that is the same. Children then try to guess what the rule is – examples: things that are yellow, things that are round, things made out of wood, animals, etc.
6. Make a 100th day snack. Request 10 different snack donations- cheerios, goldfish crackers, M&M's, skittles, mini pretzels, etc...
7. Do 100 exercises-change type for every 10-squats, jumping jacks, windmills.
8. Journal prompt, "What would you do with 100 dollars?"
9. Look at a map to find what is 100 miles north, south, east, west of your school.
10. Count and glue 100 beans or seeds to a piece of cardboard.
11. Make a bulletin board – 100 Looks Like – pin collections of 100 on it.
12. 100 Cups STEM Challenge – Solo cups numbered 1-100- students start with 1 and stack in order to 100.
13. Count 100 Unifix cubes using a color pattern.
14. 100 pennies in foil boat challenge.
15. How much water is in 100 ice cubes? Place 100 ice cubes in a bowl, children mark their guess where water level will be, leave out until melts.
16. Treasure hunt, hide 100 jewels in sand table.
17. Number playdough – laminate number 100 and have children roll playdough into snakes and form the number 100.
18. 100 pom poms – cups labeled with number 10 have children sort by color and count 10 per cup until they reach 100.
19. Scavenger Hunt for 100 – Need big box – You will name a color and they have to find something in the classroom that will fit in a big box that is the color you name until you reach 100 objects in the box.
20. 100 "gumballs" - give children large piece of construction paper and 100 colored dot stickers to count as they stick on the paper.
21. Design and build a structure using 100 LEGO building bricks.
22. 100 loop hat – give students strips of paper, which they can make chains with – 10 sets of 10 to make 100. Then, with help from teacher, staple one of the chains together to fit on their head and staple other sets of 10 to headband to make a wig or hat of 100 loops. (Thanks to Mercy Pemberton for this great idea!)

23. Number Grid Tic-Tac-Toe (<https://stemazing.org/number-grid-tic-tac-toe/>) – engage students to play this game using a hundreds chart. For younger children, a grid with the numbers on it, which they can trace in their color, is a great way to make this accessible.
24. Color Me 100 (<https://stemazing.org/color-me-100/>) - Give children a page with a table of numbers 1-100 and a die. They roll the die and color in that number of squares on the table. Then roll again and use a different color to color in that number of squares. They continue until they reach 100.
25. Use 100 pattern blocks to create a design.
26. Play “pencil” in groups of 4-15 – each child gets a piece of paper and there is one pencil per group. One child starts with the pencil and is writing numbers on their paper starting with 1, 2, 3, 4 and so on. Meanwhile others are taking turns rolling the die. If another child rolls a 1 they shout out “PENCIL” and get the pencil passed to them so they can write numbers on their paper. If someone rolls a 4, they shout “SHIFT” and all papers are passed to the right one person. The game ends when someone has a paper that goes all the way up to 100. For younger children, you can have the numbers on the pages so they are just tracing the numbers.
27. The 100 Game (<http://bit.ly/The100Game>) – with a collection of 100 beads or markers or Unifix cubes or whatever, have children subtract or take away 1, 2, 3, 4, 5, 6, 7, 8, 9, or 10 pieces of the collection. They must always take at least one piece for their turn and not more than 10. Play continues back and forth until someone is forced to take the last piece and loses the game. (There is a strategy for always winning this game!)