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December 11, 2017

FOR IMMEDIATE RELEASE:

Stratford Avenue Cardboard Challenge!!

By Mrs. Irene Medonis, teacher

Cardboard Skee-ball, magnetic race tracks, homemade foosball, marble runs, and a large than life claw were just the beginning at the Stratford Avenue Cardboard Challenge Arcade on November 20, 2017.

Second grade scientists participated in the STEAM (Science, Technology, Engineering, Art, Mathematics) challenge that complemented their force-and-motion science unit. Second grade teachers Ms. Irene Mendonis and Mrs. Lindsay Werner were inspired by “Caine’s Arcade,” a movement that has been inspiring students all over the nation after 8-year-old Caine built a homemade arcade from cardboard in his father’s used auto parts shop.

The project was an exciting way to encourage critical thinking and creative problem-solving, and for students to apply their lessons on force, motion, gravity, and magnets. Students planned their projects carefully, tested ideas, collected materials, problem-solved possible outcomes, and designed their arcade style game.

To learn more about “Caine’s Arcade,” please visit: <http://cainesarcade.com/>



Caption for 11-20-17IMG_2794Students Listen.jpg:

Second graders listened intently before viewing the final products created for Stratford’s Cardboard Challenge.



Caption for 11-20-17 Marble Mania.jpg:

This Plinko-style game used marbles on an incline to demonstrate force-and-motion.



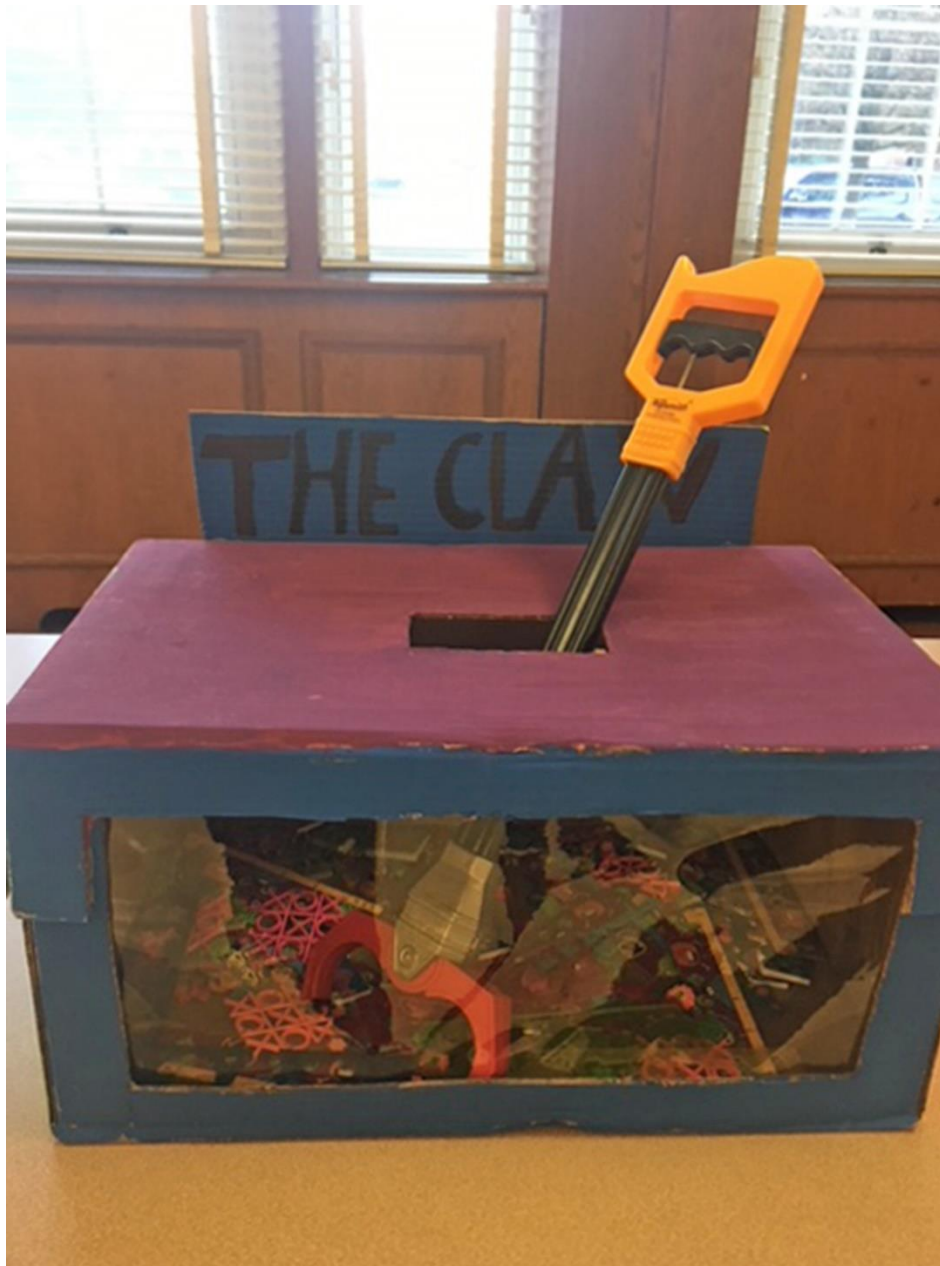
Caption for 11-20-17MinecraftPinBall.jpg:

A simple cardboard box became a pin ball machine complete with paddles and a pencil plunger.



Caption for 11-20-17BBallGame.jpg:

This clever use of a cardboard box challenged gamers to sink small basketballs to earn points.



Caption for 11-20-17ClawMachine.jpg:

A claw grabber transformed this cardboard box into a fun game.