

TECH IS MAGIC

CLASSROOM COMPANION GUIDE

WHAT'S INCLUDED

- Tech-themed scavenger hunt (home or classroom use)
- Extended coloring & creativity pages
- Build-a-Robot & Robo Lab extensions
- Writing prompts for Grades 1-2
- Early STEM vocabulary & reflection activities
- Aligned to early STEM, literacy, and technology standards

**GRADES
K-2**

With built-in extensions for advanced learners!



PILOT EDITION

"Tech Tales & Activities for Curious Kids"

Fun Facts About Robots, Bugs, and the Big Wide Web

Written & Illustrated
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WELCOME, EDUCATORS!

Thank you for bringing *Tech Is Magic* into your classroom.

This Classroom Companion Guide is designed to support Grades K–2 through playful, creative, and developmentally appropriate STEM activities that encourage curiosity, problem-solving, and imagination.

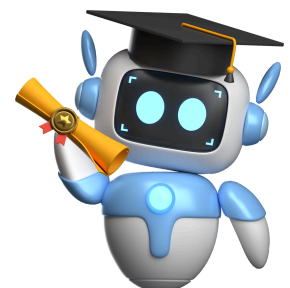
The activities in this guide are intentionally flexible and scalable. While some students may engage through coloring, drawing, or discussion, others may extend their learning through writing, labeling, and explaining how their ideas work.

Teachers are encouraged to adapt each activity based on student readiness, time, and classroom goals.

Whether used during a read-aloud, literacy block, STEM time, centers, or after-school programming, *Tech Is Magic* invites students to explore technology as something they can understand, imagine, and create.

Our goal is simple:

To help every child see themselves as a curious thinker, a problem-solver, and a future innovator.



LEARNING OBJECTIVES (GRADES K-2)

Students will:

- Identify everyday examples of technology
- Use age-appropriate vocabulary to describe how tools work
- Practice explaining ideas through drawing, labeling, or writing
- Develop confidence as problem-solvers and creators

Materials List

- Crayons / markers
- Pencils
- Optional: scissors, glue
- Optional tech: tablet or classroom device (not required)



TIME ESTIMATES PER SECTION

- Coloring pages: 10–15 minutes
- Robo Lab build: 20–30 minutes
- Scavenger hunt: 30–45 minutes
- Reflection: 10–20 minutes



DESIGNED TO SCALE

One guide. Many learning levels.

Activities in this guide are intentionally open-ended so every student can engage at their own developmental level.

● Kindergarten

- Focus: Exploration, oral language, confidence

Students will:

- Draw and color to show understanding
- Talk about ideas using their own words
- Point, circle, or verbally explain choices

Teacher Look-Fors:

- Can the student name or recognize technology?
- Can they explain ideas verbally?

Example Prompts:

- "What do you see?"
- "What does this help people do?"
- "Tell me about your picture."

● Grade 1

Focus: Vocabulary, labeling, early explanation

Students will:

- Label parts with words or short phrases
- Match pictures to vocabulary words
- Explain ideas using simple sentences

Teacher Look-Fors:

- Are labels accurate?
- Can the student explain purpose?

Example Prompts:

- "This is a ____."
- "This helps people ____."
- "My robot can ____."

DESIGNED TO SCALE

(continued)

● Grade 2

Focus: Writing, reasoning, how-things-work

Students will:

- Write complete sentences
- Explain how or why something works
- Connect ideas to instructions, buttons, or systems

Teacher Look-Fors:

- Can the student explain cause and effect?
- Do they connect ideas to real-world tech?

Example Prompts:

- "This works because ____."
- "This is technology because ____."
- "My robot follows instructions when ____."



TEACHER TIP

There is no single "correct" outcome.
Focus on explanation, creativity, and student thinking — not perfection.

TECH IS MAGIC GLOSSARY

Using the Tech Is Magic Glossary Across Grades K–2

The glossary in Tech Is Magic is designed to grow with your students.

Teachers can introduce vocabulary in playful, developmentally appropriate ways and deepen understanding as students' skills develop.

Use the suggestions below to scaffold learning across grade levels.

Kindergarten: Explore & Match

Focus: Recognition, conversation, confidence

Try this:

- Read glossary words aloud together.
- Match words to pictures in the book or classroom.
- Ask students to point, circle, or color objects connected to the word.
- Invite students to explain ideas verbally in their own words.

Example prompts:

- "Can you find a robot?"
- "Which picture shows technology?"
- "What do you think this word means?"

Grade 1: Label & Explain

Focus: Vocabulary development, early writing

Try this:

- Have students label pictures using glossary words.
- Match words to simple definitions or examples.
- Ask students to write or dictate short phrases using the word.
- Use sentence starters.

Example prompts:

- "A robot is something that ____."
- "Technology helps people ____."
- "This word reminds me of ____."

Grade 2: Define & Apply

Focus: Comprehension, critical thinking, writing

Try this:

- Have students write their own definitions in simple sentences.
- Match glossary words to real-world examples.
- Ask students to explain how or why a word applies to an activity.
- Use glossary words in writing or discussion.

Example prompts:

- "This is technology because ____."
- "A robot follows instructions, which means ____."
- "I used this word when I designed my robot because ____."

TECH TALK

WORDS YOU SHOULD KNOW!

A MAGICAL GLOSSARY OF TECH TERMS FOR CURIOUS MINDS







IMAGE	WORD	DEFINITION
	Algorithm	A set of steps or rules a computer follows to solve a problem or do a job.
	App (Application)	A program you can use on a phone, tablet, or computer to play games, learn, or get stuff done.
	Robot	A machine that can do tasks on its own, sometimes with help from a computer brain!
	Bug	A mistake or glitch in a computer program that makes it do something wrong or unexpected.
	Pixel	The tiniest dot on a screen – millions of them work together to make pictures and videos!
	Code	The special language computers understand – it tells them what to do!

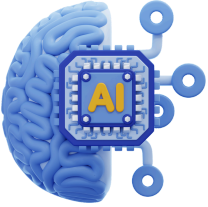











IMAGE	WORD	DEFINITION
	<p>Artificial Intelligence (AI)</p>	<p>When a computer or machine is built to “think” and learn like a human – it can answer questions, play games, or even create art!</p>
	<p>Controller</p>	<p>A device you hold to play video games and control what happens on the screen.</p>
	<p>Hack</p>	<p>A clever or creative way to solve a problem – in tech, it can mean fixing or changing how something works.</p>
	<p>Innovation</p>	<p>A brand-new idea, invention, or way of doing something that makes life better or easier.</p>
	<p>Digital</p>	<p>Anything that uses computers or screens instead of paper – like digital photos, games, or music.</p>
	<p>User Interface (UI)</p>	<p>The buttons, screens, and menus you see when you use a computer, game, or app – it’s how you interact with technology!</p>
	<p>Simulation</p>	<p>A computer-made version of something real – like flying a plane or building a city – so you can learn or play.</p>

IMAGE	WORD	DEFINITION
	Internet	A huge network that connects computers and lets people share information all over the world.
	Data	Information that a computer uses, like photos, words, numbers, or videos.
	Password	A secret word or phrase that keeps your accounts and information safe.
	Programmer	A person who writes code to make computers, apps, or robots do things.
	Technology	Tools and machines made by people to solve problems or make life easier – from smartphones to spaceships!

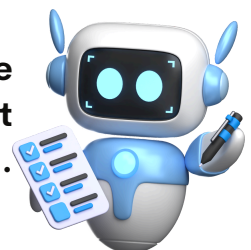
★ TEACHER TIP

Students do not need to master every word at once.
Encourage curiosity, discussion, and confidence first — understanding will deepen with time and practice.

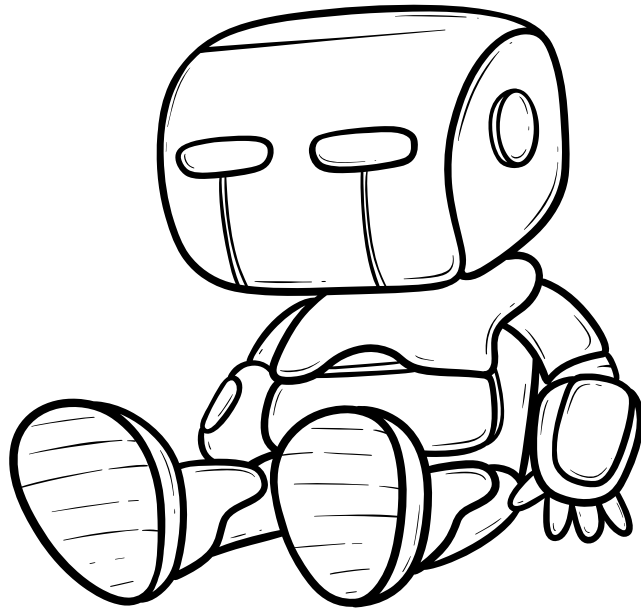
Flexible Use Ideas

- Morning warm-up
- Small groups or centers
- Read-aloud discussion
- Writing or drawing extensions
- Review during STEM time

Remind students to explore technology safely and with adult permission.



TECH IS MAGIC



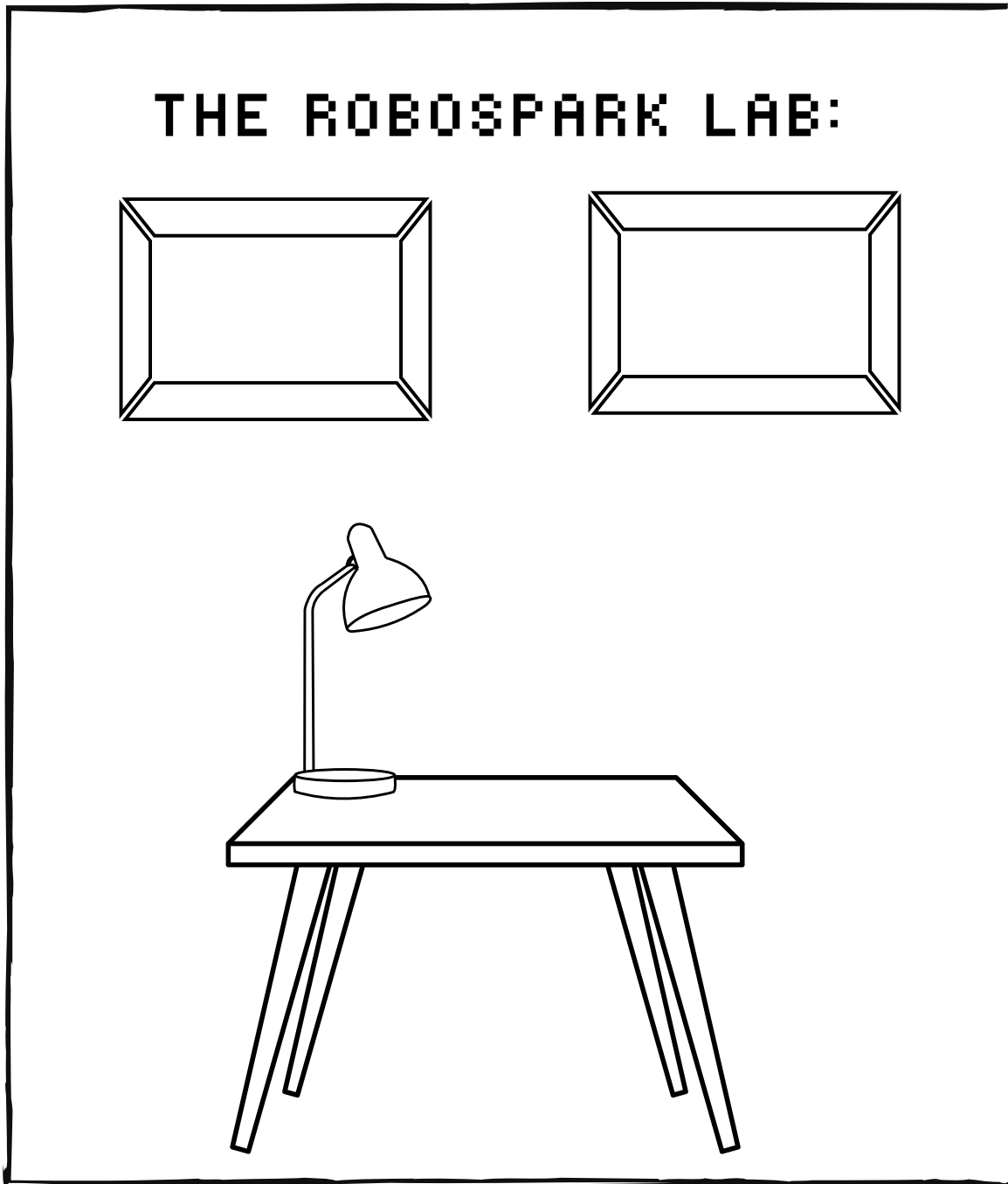
Coloring & Creativity Book

Explore, Imagine & Color the
World of Technology!

STEM fun through art & imagination
Inspire the next tech innovator!

The RoboSpark Lab: Where curious minds build brilliant bots!

Color in your lab to make it truly yours! What's inside your secret lab?

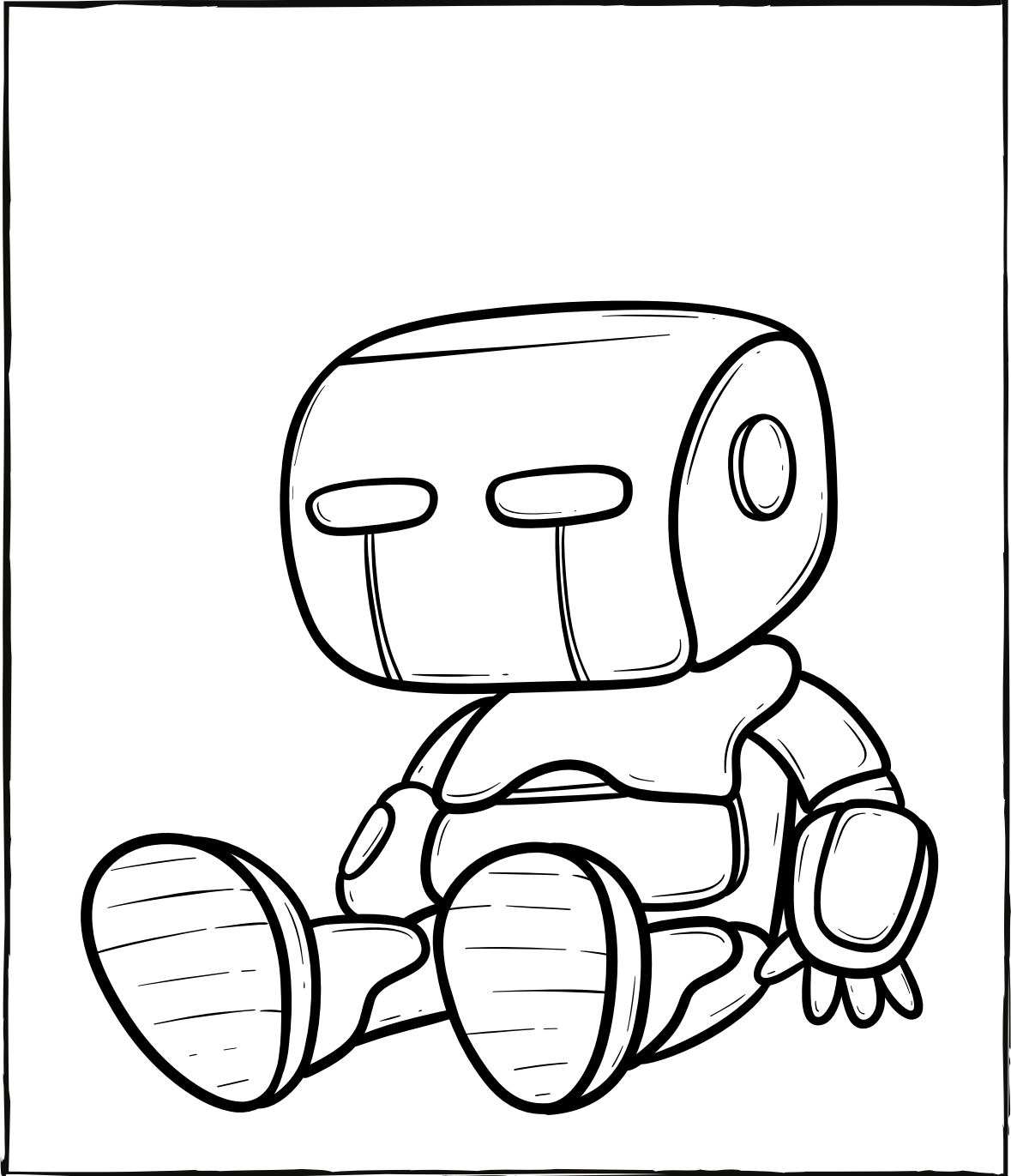


Teacher Tip: Scale the Learning

- K: Color, circle, or verbally explain their lab
- Grade 1: Label lab parts with words or short phrases
- Grade 2: Write sentences explaining what each part does and why

Meet Gigabot: A big, gentle bot with a giant brain

Color your robot, then draw their favorite gadget!

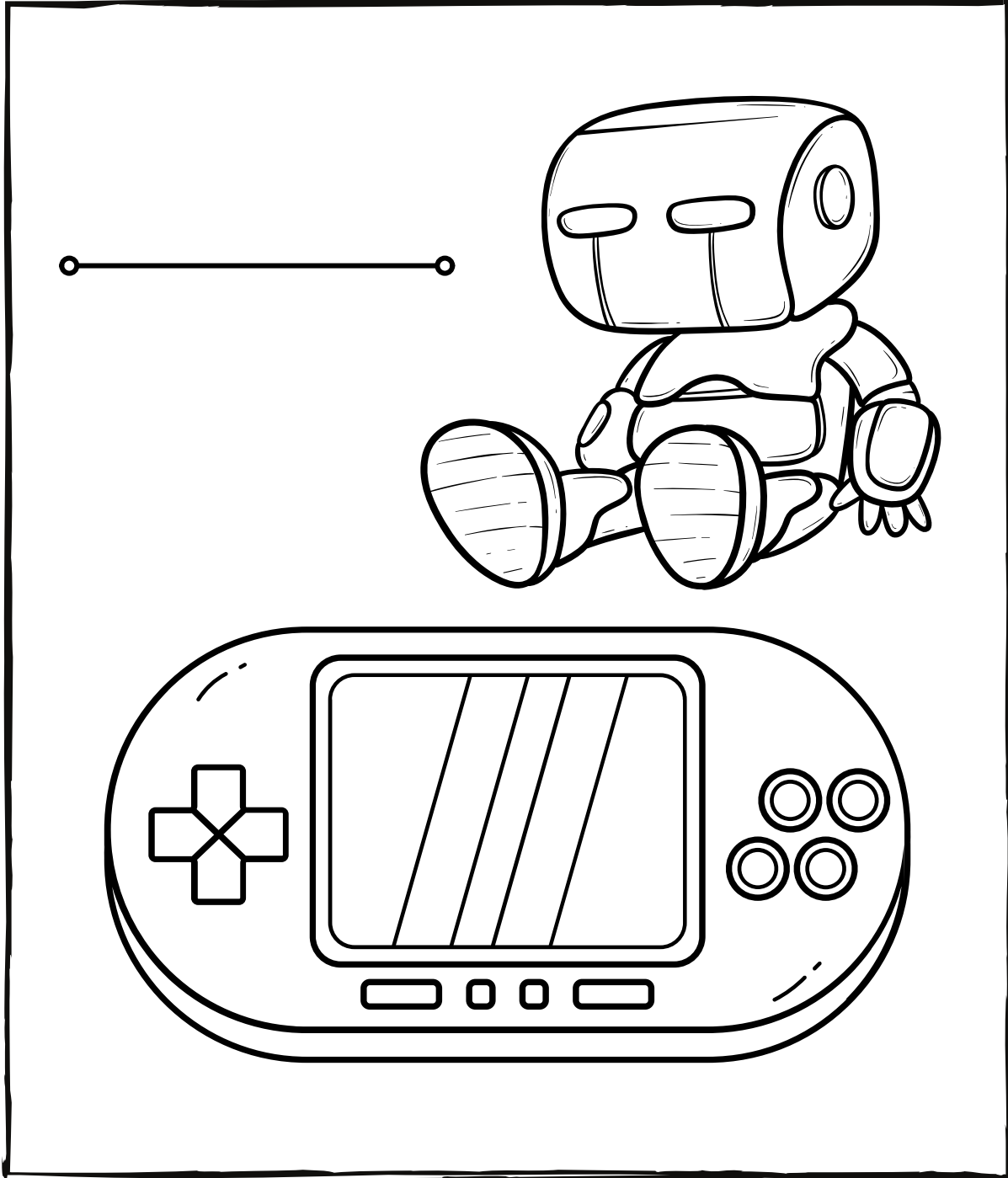


Teacher Tip: Scale the Learning

- K: Color, circle, or verbally explain their robot
- Grade 1: Label parts with words or short phrases
- Grade 2: Write sentences explaining what each part does and why

The ColorCore Console

Color your device then write what special power your robot just unlocked!



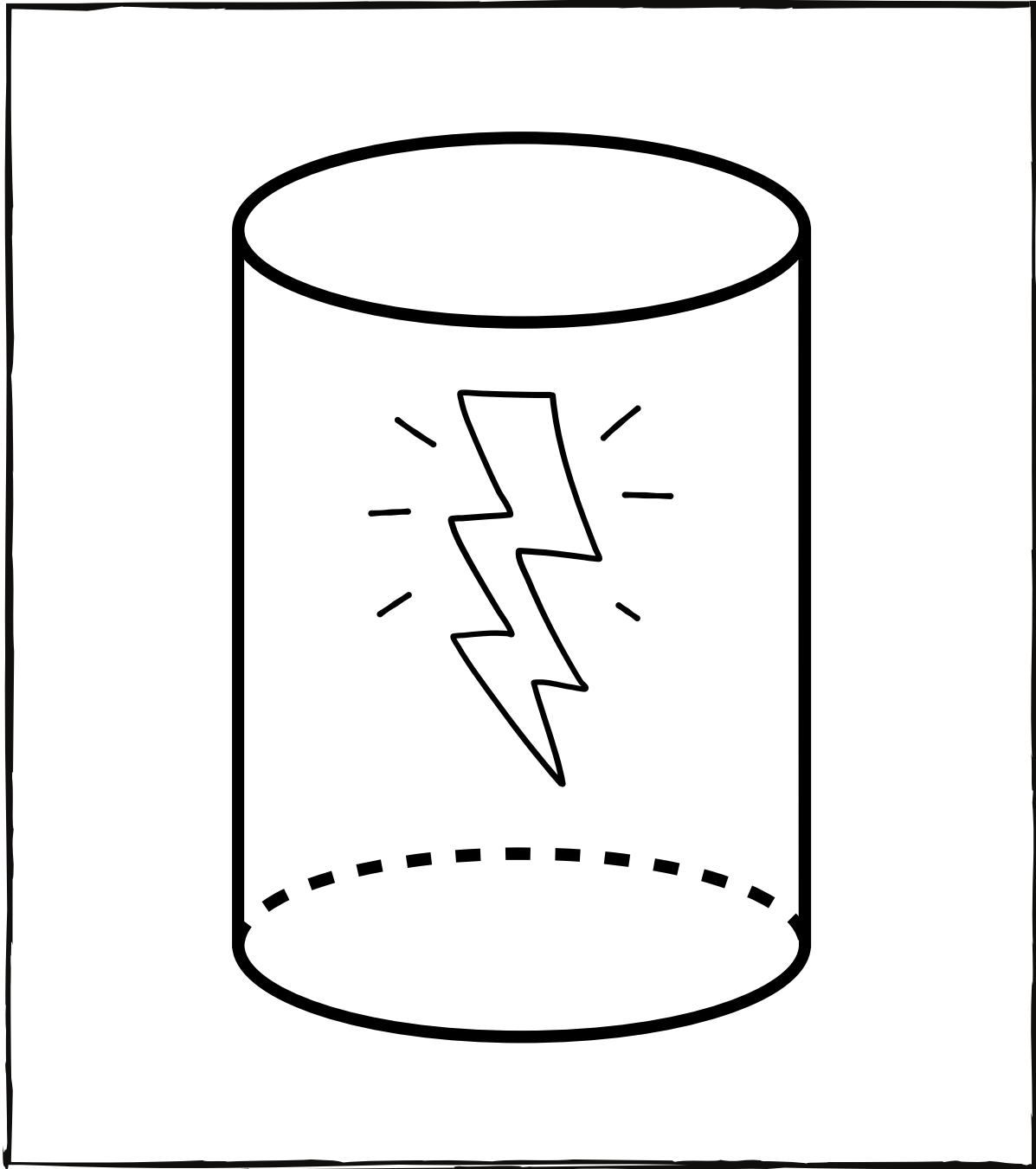
Teacher Tip: Scale the Learning

- K: Color, circle, or verbally explain their robot
- Grade 1: Label parts with words or short phrases
- Grade 2: Write sentences explaining what each part does and why

Mission: Power Boost!

Color your robot's energy core using red, orange, and yellow.

What new superpower does it unlock?

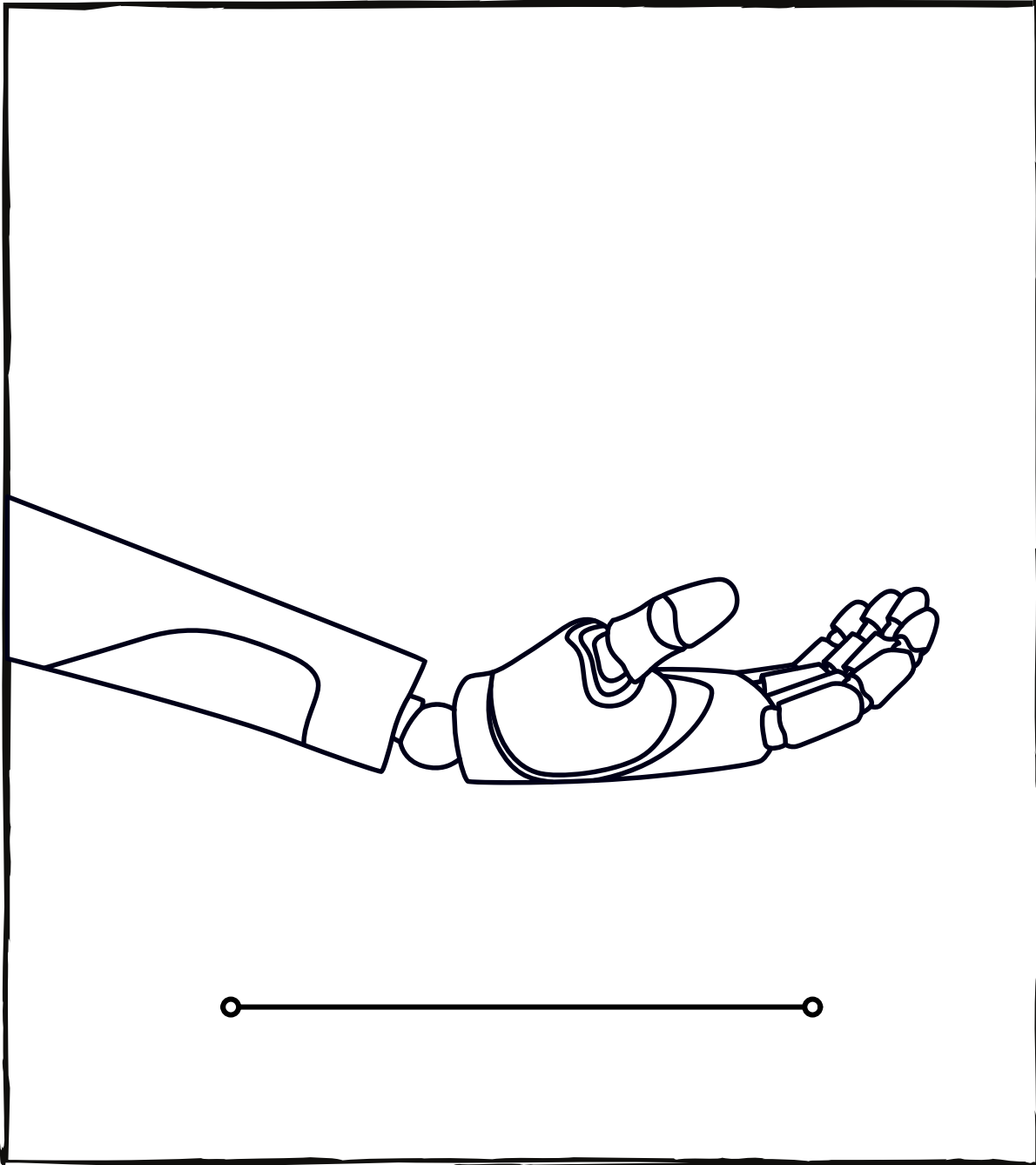


Teacher Tip: Scale the Learning

- K: Color, circle, or verbally explain their battery
- Grade 1: Label parts with words or short phrases
- Grade 2: Write sentences explaining what each part does and why

Add a Secret Tool!

Every robot needs a surprise gadget. Draw one in your robot's hand and give it a cool name.

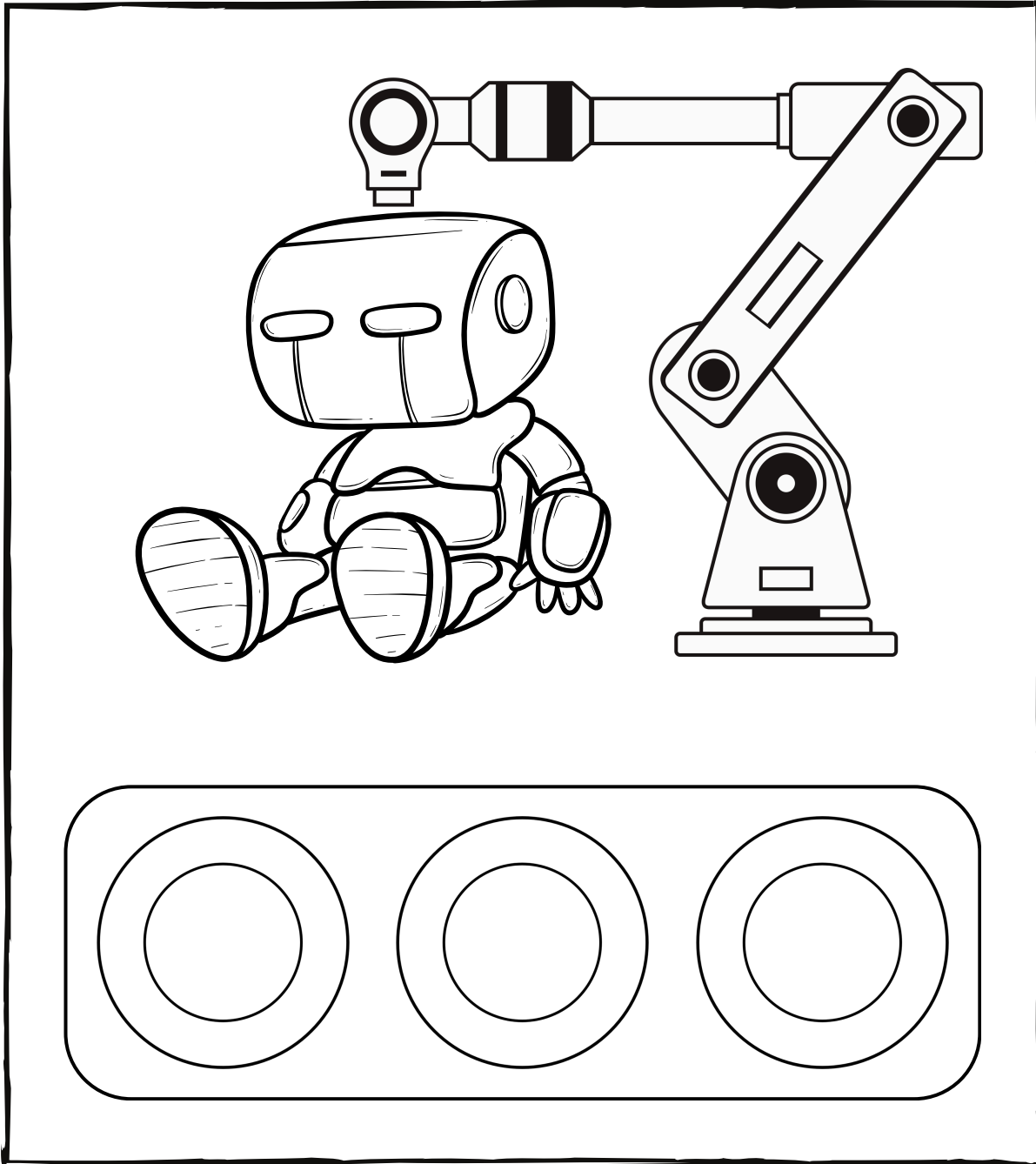


Teacher Tip: Scale the Learning

- K: Color, circle, or verbally explain their robot
- Grade 1: Label parts with words or short phrases
- Grade 2: Write sentences explaining what each part does and why

Customize the Control Panel

Design 3 buttons for your robot's chest screen. What do they each do?
(Hint: One can be for flying, one for invisibility, and one for dance mode!)

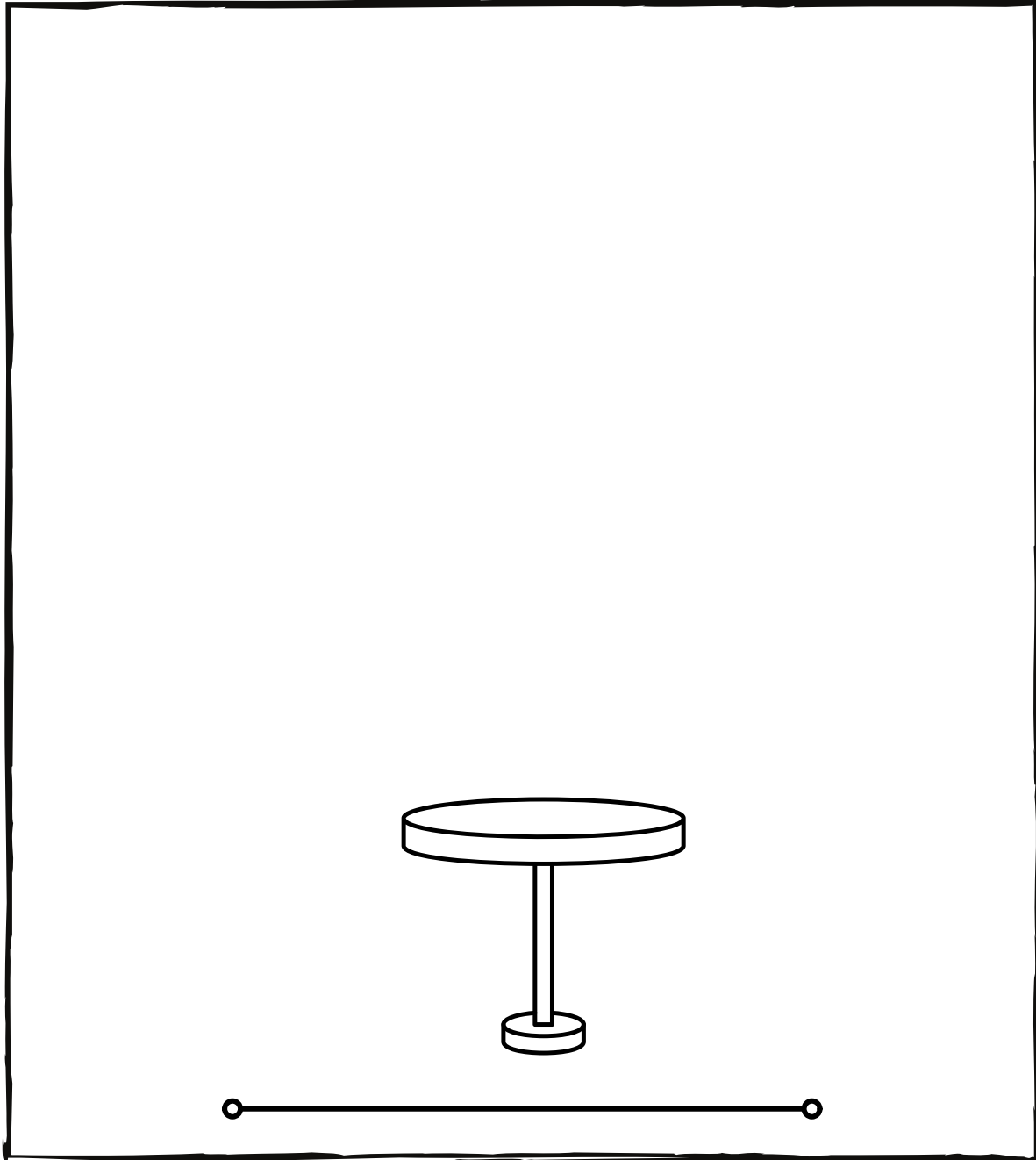


Teacher Tip: Scale the Learning

- K: Color, circle, or verbally explain their robot control panel
- Grade 1: Label parts with words or short phrases
- Grade 2: Write sentences explaining what each button does and why

Invent a Sidekick!

Draw your robot's mini helper! What's their name and special skill?

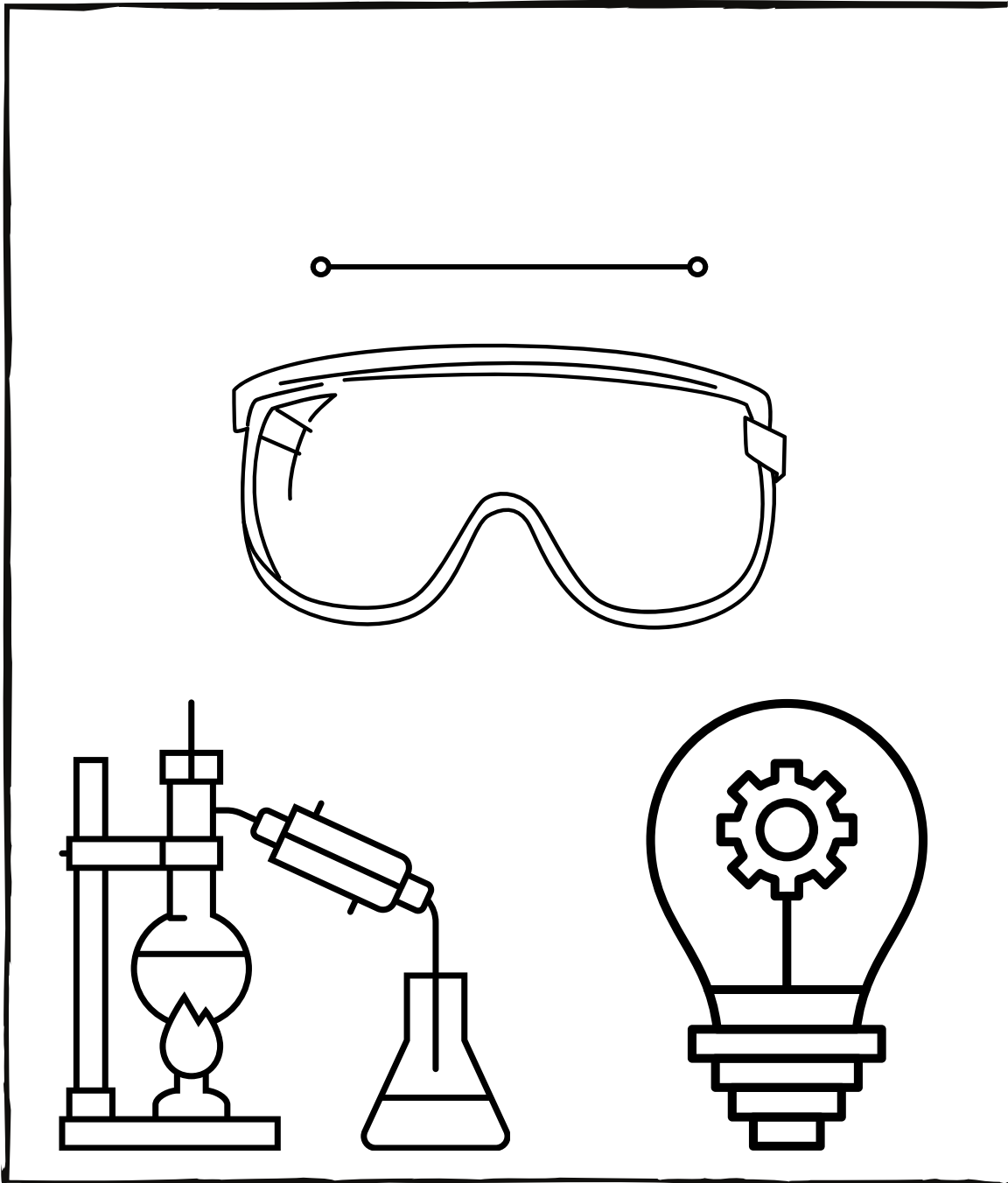


Teacher Tip: Scale the Learning

- K: Color, circle, or verbally explain their robot
- Grade 1: Label parts with words or short phrases
- Grade 2: Write sentences explaining what each part does and why

Upgrade Your Robot. Mission: Power Boost!

Color your tools then write what special power your robot just unlocked!



Teacher Tip: Scale the Learning

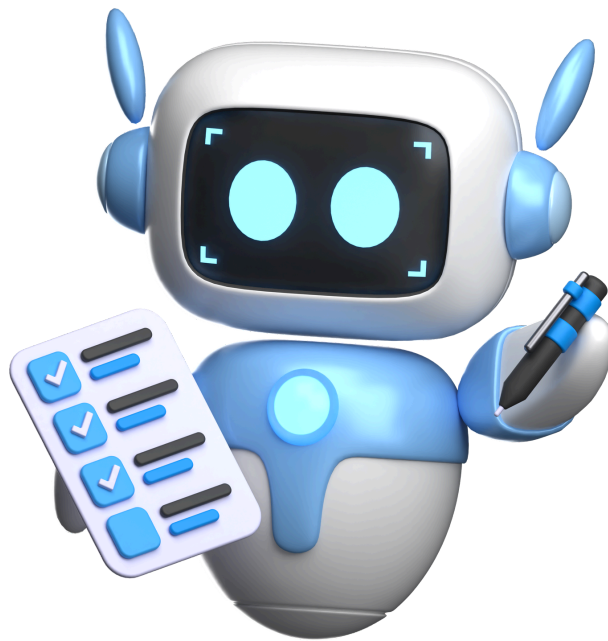
- K: Color, circle, or verbally explain their robot
- Grade 1: Label parts with words or short phrases
- Grade 2: Write sentences explaining what each part does and why

Writing Extension (Optional):

- Grade 1: "My robot helps me by..."
- Grade 2: "My robot helps me by... because..."

UNLOCK THE MAGIC

Tech Hunt Challenge



**A Scavenger Hunt for
Curious Kids**

Find the Magic of Everyday Tech

“Unlock the Magic”

Clue 1: Zoom, Zoom
Who Cleans the Room?

Your first mission: Find something that might zoom around the house and gobble up dust like a robot in disguise!

(Hint: It’s round, low to the ground, and might be hiding near the couch!)



Found: Robot vacuum or cleaning tool

Learning Focus: Observation, vocabulary, real-world tech awareness

Scale It:

- K: Draw what they find
- Grade 1: Name the object + its job
- Grade 2: Explain how it works or connects to the internet / instructions

“Unlock the Magic”

Clue 2: Hello, Invisible String!

Find a gadget that connects to the internet - the big invisible web that ties everything together.

(Hint: You might be using it to play games, watch shows, or do homework!)

Found: Tablet, phone, or computer

Learning Focus: Observation, vocabulary, real-world tech awareness

Scale It:

- K: Draw what they find
- Grade 1: Name the object + its job
- Grade 2: Explain how it works or connects to the internet / instructions

“Unlock the Magic”

Clue 3: Is There a Bug in the System?

Find something with buttons or a screen... and check to make sure there are no actual bugs inside!

(Hint: If something ever “glitches,” it could be a techy bug!)



Found: Keyboard, remote, or game controller

Learning Focus: Observation, vocabulary, real-world tech awareness

Scale It:

- K: Draw what they find
- Grade 1: Name the object + its job
- Grade 2: Explain how it works or connects to the internet / instructions

“Unlock the Magic”

Clue 4: Super Fingers Activate!

Find a screen that reacts when you touch it. Can you give it a gentle tap or swipe and make it respond?

(Hint: It works like magic... from your fingertips!)



Found: Touchscreen device

Learning Focus: Observation, vocabulary, real-world tech awareness

Scale It:

- K: Draw what they find
- Grade 1: Name the object + its job
- Grade 2: Explain how it works or connects to the internet / instructions

“Unlock the Magic”

Clue 5: Travel Back to the First Website

Find a book, paper, or screen that tells stories - just like the first-ever website did back in 1991!

(Hint: What are you reading right now?)

Found: This book, another book, or a webpage

Learning Focus: Observation, vocabulary, real-world tech awareness

Scale It:

- K: Draw what they find
- Grade 1: Name the object + its job
- Grade 2: Explain how it works or connects to the internet / instructions

“Unlock the Magic”

Clue 6: Code Breaker Zone

Find something that follows instructions perfectly every time. It might beep, flash, or respond to commands.

(Hint: It might be a robot toy, smart speaker, or game!)

Found: Smart device or toy

Learning Focus: Observation, vocabulary, real-world tech awareness

Scale It:

- K: Draw what they find
- Grade 1: Name the object + its job
- Grade 2: Explain how it works or connects to the internet / instructions

“Unlock the Magic”

Clue 7: You Are the Magic!

Last challenge! Find a mirror and look at the future tech star staring back at you.

(Hint: It's YOU!)

Found: Mirror or selfie camera

Learning Focus: Observation, vocabulary, real-world tech awareness

Scale It:

- K: Draw what they find
- Grade 1: Name the object + its job
- Grade 2: Explain how they can become future tech stars and why

Mission complete!

Tech Thinkers

Extended Activity: Tech Hunt → Tech Thinkers

This extension builds on the Unlock the Magic scavenger hunt by helping students reflect, compare, and apply what they discovered about everyday technology.

Use this activity to deepen learning after the scavenger hunt is complete.

Learning Focus

- Observation & comparison
- Vocabulary development
- Real-world technology awareness
- Communication and critical thinking

★ TEACHER TIP

STUDENTS MAY WORK INDEPENDENTLY, IN PAIRS, OR IN SMALL GROUPS. SHARING RESPONSES ALOUD HELPS BUILD CONFIDENCE AND VOCABULARY.

Activity Overview

After completing the scavenger hunt, students choose one object they found and explore it more deeply through discussion, drawing, or writing.

Kindergarten: Draw & Tell

Focus: Oral language, confidence

Try this:

- Students draw one item they found during the scavenger hunt.
- Invite them to explain their drawing verbally.
- Teacher or aide may scribe student responses if needed.

Prompt ideas:

- "I found ____."
- "It helps people by ____."

Grade 1: Match & Describe

Focus: Vocabulary and explanation

Try this:

- Students draw the object and label it.
- Match the object to a glossary word (robot, technology, internet, screen).
- Write or dictate one sentence about what the object does.

Prompt ideas:

- "This is technology because ____."
- "This tool helps people ____."

Grade 2: Explain & Connect

Focus: Reasoning and application

Try this:

- Students write 2–3 sentences explaining:
 - What the object is
 - How it works
 - Why it is helpful
- Encourage students to connect the object to instructions, buttons, screens, or the internet.

Prompt ideas:

- "This object follows instructions when ____."
- "This is an example of technology because ____."

CHECK FOR UNDERSTANDING

- Can the student name a piece of technology?
- Can the student explain its purpose?
- Can the student connect it to instructions or buttons?
- Can the student express ideas verbally, visually, or in writing?



Standards Alignment

- NGSS (asking questions, defining problems)
- ELA: speaking & listening, informative writing
- ISTE (technology awareness, digital citizenship)

FAMILY CONNECTION PAGE

"Ask your child: What technology did you notice today?"

Handwriting practice lines consisting of solid top and bottom lines with a dashed midline, repeated 10 times.

Looking for more ways to extend the learning?

Scan the QR code below to access our full digital activity library, designed to grow with your students.

These bonus resources allow teachers to differentiate instruction and deepen learning while keeping classroom time flexible.



Thank you for the care, creativity, and intention you bring to your classroom every day.

-TTC Agency Team



TECH IS MAGIC

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DESIGNED TO SCALE

Across Grades K-2

- **Kindergarten:** draw, color, discuss
- **Grade 1:** label and explain ideas
- **Grade 2:** write sentences and describe how things work

GRADES K-2

With built-in
extensions for
advanced
learners!

PILOT EDITION

EDUCATOR FEEDBACK WELCOME

Your insights help this resource grow.

If you have feedback, suggestions, or classroom experiences you'd like to share, I'd love to hear from you.

Please email comments or recommendations to:

taylorthecreatoratl@gmail.com

Thank you for supporting curious learners.

CREATED BY TAYLOR R. SMITH

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