

# Wasteland Wonders: A Day of Learning in the Commonwealth!

## Materials Needed:

- Paper (plain and lined)
- Pencils
- Crayons or Markers
- Ruler
- Safe household items for an obstacle course (e.g., pillows, chairs, blankets)
- Small items for counting (like buttons, pebbles, or actual clean bottle caps)
- Device to play music (optional)
- Parent-curated, age-appropriate images/ideas from Fallout 4 (optional)

## Lesson Activities:

### Welcome, Vault Dweller! (Introduction)

Today, we're going on an adventure inspired by the world of Fallout 4! We'll explore different subjects using ideas from the game. Let's imagine we're rebuilding and learning new skills!

### History & Social Studies: Life in the Vault

In Fallout, people lived in Vaults to stay safe. Discuss: Why do communities need rules? What rules might a Vault need to help everyone get along and share resources (like food and water)? Imagine you're designing a Vault. What's the most important rule you would make? Also, Fallout looks like the 1950s. Can you spot one thing in a Fallout picture (or imagine one) that looks like it's from a long time ago?

### English: Wasteland Story Time

The Commonwealth has many strange creatures! Imagine a \*friendly\* creature that helps people. Draw it, give it a name, and write a short paragraph (3-5 sentences) describing what it looks like and how it helps scavengers.

### Math: Bottle Cap Bonanza & Resource Measurement

Bottle caps are money in Fallout! Use your small items as bottle caps. Solve these problems:

- If you find 12 caps and later find 7 more, how many do you have? ( $12 + 7 = ?$ )
- If a BlamCo Mac & Cheese costs 8 caps and you have 15, how many will you have left? ( $15 - 8 = ?$ )
- Create 2 more math problems using bottle caps.

Resources are important! Use your ruler to measure the length of 3 different objects around the house (like a book, a pencil, a toy). Write down their lengths in inches or centimeters. Imagine you're measuring supplies!

## **Science: Purified Water & Rad Safety**

Clean water is vital! Discuss: Why is dirty water dangerous? What's one simple way people can make water safer to drink (like boiling)? Briefly talk about radiation ('rads') in the game " it's a type of energy that can be harmful in large amounts. Just like we stay safe from the sun (a type of radiation) with sunscreen, staying away from dangerous things is important.

## **Art: Design Your Vault Symbol**

Every Vault has a number and often a symbol. On a piece of paper, design a cool symbol for your very own Vault. What does your symbol represent? (e.g., strength, knowledge, farming).

## **Music: Commonwealth Radio**

(Optional: Play short clips of 2 different 1950s songs, like those found in Fallout) Listen to the music. Does it sound happy, sad, exciting, or calm? How does music make you feel? Why do you think they chose this kind of music for the game?

## **Physical Education: Wasteland Obstacle Course**

Time to move like a Sole Survivor! Set up a simple, safe obstacle course using pillows to crawl over, chairs to crawl under (carefully!), and a designated spot to jump to. Time yourself completing the 'Wasteland Course'. Try to beat your time!

## **Wrap-up: Debriefing**

Great job today, explorer! What was your favorite activity? What's one new thing you learned connecting Fallout to school subjects?