Lesson Plan

Title of Lesson: <u>Habitats Interactive Game</u>

Instructor: Ms. Maggie Schreit

Grade: Fourth
Subject: Science

Student Outcomes

| What objectives should be | This is a form of assessment from |
|-----------------------------------|-------------------------------------|
| obtained and completed during | the Habitats lesson. Students |
| this lesson? | should be able to answer EVERY |
| | question created by the instructor. |
| What previous knowledge should | Students have the knowledge from |
| the students have related to this | the lesson, Habitats, that the |
| curriculum? | instructor has gone over. |
| How will this game relate to the | Students can relate to this game |
| students? | by seeing the different cultures of |
| | different habitats around the |
| | world. |

State Academic Content Standards

| AR 3-LS4-4 | Populations live in a variety of |
|------------|----------------------------------|
| | habitats, and change in those |
| | habitats affects the organisms |
| | living there. |

Academic Language Support

| What sources or helpful support | Personal PowerPoint Game and if |
|------------------------------------|---------------------------------|
| systems will the instructor use to | needed Personal PowerPoint |
| teach this curriculum? | EBook |

Key Vocabulary

| List all vocabulary or important | Habitat(s), Temperature, |
|------------------------------------|------------------------------|
| words that students should be able | Animal(s), Living Situations |

| to describe and understand after | |
|----------------------------------|--|
| the game has been given. | |

Materials

| What materials will be needed by | PowerPoint EBook and Interactive |
|----------------------------------|----------------------------------|
| the Instructor for the lesson? | Slideshow |
| What materials will be needed by | PowerPoint EBook and Interactive |
| the Students for the lesson? | Slideshow |

Lesson Timeline

| Amount of Time | Activities | Objectives |
|----------------|---------------------|------------------------|
| 5 Minutes | Introduction of the | The instructor will |
| | Game | begin by introducing |
| | | the Interactive |
| | | Slideshow and explain |
| | | how it works and |
| | | what the students will |
| | | do during the Game. |
| 10-15 Minutes | Game Play | The instructor will go |
| | | through the |
| | | Questionnaire |
| | | Slideshow while |
| | | students are |
| | | answering all of the |
| | | questions from it. |
| 5-10 Minutes | Check for | The instructor will |
| | Understanding | check to ensure the |
| | | students understand |
| | | the content. If the |
| | | students do not, they |
| | | will play the game |
| | | again. If that doesn't |
| | | work, the instructor |
| | | will begin going over |

| | the content a second |
|--|----------------------|
| | time. |

Accommodations/Modifications

How will the instructor help the students understand the content if they have a 504 Plan, learning disability, or are GT?

For the students with a learning disability or 504 Plan, she will sit that student in the front of the room and watch closely during the Game to ensure they are understanding the Content. She may also pair him/her up with another person to help them. She can also make the questions on the game a little easier.

For the students in GT, she may make a more difficult game for the students to play.