Project FOCUS
Best Lessons
FIRST GRADE

Title of Lesson: Marine Animals
Theme: Life Science
Unit Number: **Unit Title:** Animal Planet
Performance Standard(s) Covered (enter codes):
        S1L1.d.
        S1CS7

Enduring Standards (objectives of activity):
        Habits of Mind
                ☒ **Asks questions**
                ☐ **Uses numbers to quantify**
                ☒ **Works in a group**
        ☐ **Uses tools to measure and view**
        ☐ **Looks at how parts of things are needed**
        ☒ **Describes and compares using physical attributes**
        ☐ **Observes using senses**
        ☒ **Draws and describes observations**

Content (key terms and topics covered):
Underwater/Marine Animals, what they eat, how they eat, vertebrates vs. invertebrates, warm vs. coldblooded animals

Learning Activity (Description in Steps)
Abstract (limit 100 characters): This is a worksheet and group activity combined into an interactive trivia game.
Details: This is a pretty simple activity. The goal is to get them to understand more about underwater creatures and to understand in detail what they eat and how they eat. I started this lesson by reviewing the definitions for vertebrates (with back bone), invertebrates (no back bone), warm blooded and cold blooded animals. Then I gave them the worksheets to label as best they could and told them that they could use the people sitting next to them for help.
After about 5 minutes I pulled up the worksheet on the smartboard and labeled each one, while simultaneously going over what each one eats (most eat fish or algae) and how they eat (ripping/tearing, filter feeding, falling on it's prey).
Then I separated the class into 3 groups: Sharks, Octupuses and Killer Whales. That sat with their groups in front of the smart board and I wrote down each team's name and asked them each easy questions from the lesson. The questions included things like: "What does your group eat?" "How do you eat?" "Would your group eat a snail?" "Name 1 invertebrate we learned about today", etc. The questions were worth 1-3 points and the winning team got to eat sweedish fish after reaching 10 points.
I also had them stand confer with one another for 15 seconds before they could answer the questions and emphasized that every team member had to answer at least once.

Materials Needed (Type and Quantity):

Smartboard (if available) or White board/markers

Underwater animal worksheet to label (I provided the link to the one I used below)

Candy as a prize for the game (I suggest sweedish fish since it's related).

Notes and Tips (suggested changes, alternative methods, cautions):

If you do have the smart board available you can also pull up the worksheet, then have the students label them one at a time by calling on volunteers. They can also circle the vertebrates and invertebrates on the smart board with different colors. This is useful if you have extra time.

Make sure you tell them that you are going to play a game and that there will be a prize. This way, you will be able to keep their attention during the quick review.

Also, labeling all the animals takes time, so I started going over them before everyone was finished, which is ok, because the goal of the worksheet is simply to expose them to new underwater creatures.

Sources/References:

1) http://www.enchantedlearning.com/subjects/animals/label/ocean/

2)

3)