Lesson Plan: Best Lesson

Grade Level: First Grade

Title of Lesson: Oh Deer!

Unit Title: Life Science: Animals

Performance Standard(s) Covered:
S1L1. Students will investigate the characteristics and basic needs of plants and animals.
   a. Identify the basic needs of an animal.
   b. Compare and describe various animals.

Essential Question: What do deer need to survive? What is the relationship between the population and available resources?

Objective: Students will discover what resources are needed for deer to survive. They will also learn how population dynamics change when resources become limited.

Key Words and Terms: Population, resources, limited resources

Learning Activity

Abstract: Students play a game to observe how changes in resource availability will change the population.

Materials Needed: Chart paper, markers

Safety Concerns: Make sure that you go outside to an area where students are safe to run around a little. Make sure to keep an eye on all students to ensure they stay within the permitted region.

Procedure:

- Start with a discussion about what deer need to survive
  - Emphasize food, water and shelter
- Discuss what happens if a deer does not have all of these resources
- Explain the game in the classroom, before going outside in order to maximize the amount of attention that the students devote to the instructions
- The game:
  - Select two students to start off as "the deer", the rest of the students are "the resources"
  - Have "the deer" stand behind a line on one side of the playing area and have "the resources" stand on the opposite side
  - Have the two groups of students turn so their backs are facing each other and they can not see what the other group is doing

- o With backs turned, the students on each side decide if they want to represent food, water or shelter
  - To represent food, students place a hand on their stomach
  - To represent water, students place a hand on their mouth
  - To represent shelter, students place a hand on top of their head
- o Once everyone has decided what they are going to represent, have the students turn to face each other
- o "The deer" must find someone that is the resource that the deer is looking for
- o Once "a resource" is found by the deer, that student also becomes a deer
- o If a deer can not find a matching resource, it becomes a resource for the next round
- o Play 5-10 rounds of the game
- o Record how many students are deer in each round
- After the game is over, chart the number of deer for each round on chart paper and discuss why the population changes

Notes and Tips: Doing a practice round in the classroom before taking the students outside would help the game run more smoothly

References: http://www.beaconlearningcenter.com/documents/313_01.pdf