

**Project FOCUS  
Best Lessons  
KINDERGARTEN**

**Title of Lesson:** Building a Forest Ecosystem

**Theme:** Life Science

**Unit Number:** 4      **Unit Title:** Living and Non-Living Things

**Performance Standard(s) Covered (enter codes):**

SKL1

SKCS4

SKCS1

**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):**

Forest, habitats, ecosystems, wildlife

**Learning Activity (Description in Steps)**

**Abstract (limit 100 characters):** The children learn about various parts of a forest including trees, lakes, animals, and landforms.

**Details:** I arrived early to the school and went to the gym. I decided before the class arrived what equipment the gym had and decided what I wanted all of the stuff to stand for. I then took out all of the equipment and put it to the side before the class came to the gym. If necessary you may want to do a basic review of ecology in order to know good questions to ask about the built ecosystem.

The teacher should walk around while the students are building the forest to make sure the students are not construting things that are not possible. One example of an impossible thing is putting fish on top of trees. Be sure to ask questions to students like why did you put that there and what do you think it needs to survive.

**Materials Needed (Type and Quantity):**

Large cones = Mountains

Small cones = Hills

Hoops = Lakes

Ping pong balls = Small animals such as insects and worms

Badminton shuttlecocks = Birds

Bean bags = Fish

**Bowling pins = Trees**

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

**Make sure the kids do not run. Make sure the kids only get one piece of equipment at a time and do not fight with other students over a particular thing.**

**Sources/References:**

- 1)
- 2)
- 3)