





## Short Form 2.4 (Assuming instructor uses videos)

Materials	Room/Space
<ul style="list-style-type: none"> <li>Computers</li> <li>Scratch Program</li> <li>Habitat Model Sheet</li> <li>Animal Assignments</li> <li>Additional Research Resources</li> </ul>	<ul style="list-style-type: none"> <li>Have computers available for students</li> <li>Have a projector/computer set up for modeling research</li> </ul>

**Lesson Theme:** Explain to students that today they will be learning more about their animals in order to help them build a new home. We will start by researching our animals and their habitats before recreating them in Scratch!

**Space Bucks Payout Focus – Independence, Creativity, Doing Their Best, On Task**

	
<p style="text-align: center;"><b>Key Resource:</b> Computers for Students</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>Students will explore Scratch</li> <li>The only requirement is to create a new project and save/share it titled, “Explore”</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>Quickly remind students about some of the blocks that they have learned about to give them a jump start in their exploration.</li> <li>Remind students about the “Event” Blocks such as the Green Flag and the Space Bar to make characters begin their movements as well as the “Motion” and “Look” blocks to allow characters to do different things</li> <li>Allow time at the end to quickly share out</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>Circulate to give Space Bucks</li> </ul>	<p style="text-align: center;"><b>Key Resources:</b> Projector for modeling research, additional research resources</p> <p><b>Debrief Video:</b></p> <ul style="list-style-type: none"> <li>Give out the assigned animals</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>Model how to use the resources below to find out information about your animal</li> <li><a href="https://kids.nationalgeographic.com/animals/">https://kids.nationalgeographic.com/animals/</a></li> <li><a href="https://www.zooborns.com">https://www.zooborns.com</a></li> <li><a href="https://www.ducksters.com/animals.php">https://www.ducksters.com/animals.php</a></li> <li>Think about how to build your habitat for your animal</li> <li>Show students the Habitat Model Sheet</li> <li>Students will create a rough draft of their habitat after they’ve done their “research” and before they’ve hopped onto Scratch to build their real habitats</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>Circulate to give Space Bucks</li> </ul>
	
<p style="text-align: center;"><b>Key Resource:</b> Habitat Model Sheet</p> <p><b>No Video:</b></p> <ul style="list-style-type: none"> <li>Students will be conducting research to learn more about their animals</li> </ul> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>Students should fill out the Habitat Model sheet as they learn</li> <li>Make sure students are being as detailed as possible as this will help when they recreate the habitats and animals in Scratch</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>Circulate to give Space Bucks</li> </ul>	<p style="text-align: center;"><b>Key Resource:</b> N/A</p> <p><b>Activity:</b></p> <ul style="list-style-type: none"> <li>For today’s reflection students will share their research on the habitats for their animals</li> <li>Encourage students to share facts and check for accuracy on what each student found</li> </ul> <p><b>Instructor Cues:</b></p> <ul style="list-style-type: none"> <li>Circulate to give Space Bucks</li> </ul>

# Models 2.4



NA



NA



## Habitat Model Sheet

**HABITAT MODEL SHEET**

Name: \_\_\_\_\_

Grade: \_\_\_\_\_

**Directions:** Write or draw your answers in each box.  
For a challenge try to do both!

WHAT IS YOUR ANIMAL?	WHAT DOES YOUR ANIMAL'S HABITAT LOOK LIKE?
WHAT FOOD DOES YOUR ANIMAL EAT?	WHAT EATS YOUR ANIMAL?
WHAT OTHER THINGS DOES YOUR ANIMAL NEED TO LIVE?	WHAT OTHER ANIMALS ALSO LIVE IN THE SAME HABITAT?

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