

HBCSD TECHNOLOGY LESSON PLAN

KINDERGARTEN (Lesson 1)

Grade Level - Kindergarten

Lesson Title - Habitat is a Home

Standards

NGSS -K-ESS3-1- Earth and Human Activity - Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live. [Examples of relationships could include that deer eat buds and leaves, therefore, they usually live in forested areas; and, grasses need sunlight so they often grow in meadows. Plants, animals, and their surroundings make up a system.]

Technology Competencies

- Use input device (mouse)
- Use drag/drop function
- Navigate interactive software using buttons or hot spots
- Use digital-imaging technology (Kid Pix, Tux Paint)

Purpose

Students will create a habitat in which animals live using digital-imaging technology . Students will also include indigenous plants and animals in the habitats.

Resources

Science Text

<http://animals.sandiegozoo.org/habitats>

<http://www.sheppardsoftware.com/preschool/animals.htm>

<http://www.nationalgeographic.com/geography-action/habitats.html>

Supplies

- Computer with mouse & printer accessibility
- Digital-Imaging Technology (such as Kid Pix, Tux Paint)

Direct Instruction

1. Teacher will discuss different habitats (ocean/salt water, desert, forest, fresh water).
2. Teacher will discuss animals that live in each habitat.
3. Teacher will discuss plants that live in each habitat.

Guided Practice

1. Teacher will have students turn on their computers and click on the digital-imaging technology icon.
2. Teacher will show students how to create different backgrounds (such as a farm).
3. Teacher will show students how to find and drag an animal to put on their background.
4. Students will look for indigenous plants to add or ask for help.

HBCSD TECHNOLOGY LESSON PLAN

KINDERGARTEN (Lesson 1)



Differentiated Instruction

EL- will create a habitat of their choice with an indigenous animal and an indigenous plant.

GATE- will create a habitat of their choice with indigenous plants and animals.

Assessment

Students will create a habitat of their choice using an digital-imaging program. Students will include an indigenous animal and plants. Students will print their habitat image and share with their classmates.