

# HBCSD TECHNOLOGY LESSON PLAN

## 3rd GRADE ( Lesson 2)

**Grade Level - 3**

**Lesson Title - Create a Digital Life Cycle**

### Standards

NGSS -[Science: LS1-1](#) Develop models to describe that organisms have unique and diverse life cycles but all have in common birth, growth, reproduction, and death. Clarification Statement: Changes organisms go through during their life form a pattern. Assessment of plant life cycles is limited to those of flowering plants.

[Reading: RI.3.2](#) Determine the main idea of a text; recount the key details and explain how they support the main idea. (3-LS3-1),(3-LS3-2),(3-LS4-2)

[Reading: RI.3.7](#) Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur). (3-LS1-1)

[Writing W.3.2](#) Write informative/explanatory texts to examine a topic and convey ideas and information clearly. (3-LS3-1),(3-LS3-2),(3-LS4-2)

### Technology Competencies:

- Use input devices (e.g. mouse, touch-pad, keyboard, remote control, scanner)
- Create and revise original text at computer
- Create and revise original text at computer
- Use bullets and numbering tools
- Import graphics and incorporate them into a product/document
- Use digital-imaging technology (Kid Pix, Paint, GIMP, PhotoShop)
- Use a Visual Organizer (Kidspiration, Inspiration, Timeliner, Thinking Maps)

### Purpose

Create a digital life cycle flow map of a plant or animal using images and detailed description. Flow maps can be created with Word, Paint, PowerPoint, or multiple life cycle apps. All flow maps may be posted to a class wiki.

### Resources

Internet accessible computers

Life cycle sample websites:

[http://en.wikipedia.org/wiki/Honey\\_bee\\_life\\_cycle](http://en.wikipedia.org/wiki/Honey_bee_life_cycle)

[http://www.tooter4kids.com/Frogs/life\\_cycle\\_of\\_frogs.htm](http://www.tooter4kids.com/Frogs/life_cycle_of_frogs.htm)

[http://www2.bgfl.org/bgfl2/custom/resources\\_ftp/client\\_ftp/ks2/science/plants\\_pt2/](http://www2.bgfl.org/bgfl2/custom/resources_ftp/client_ftp/ks2/science/plants_pt2/)

You Tube:

<http://www.youtube.com/watch?v=hWXepxV9FmE>

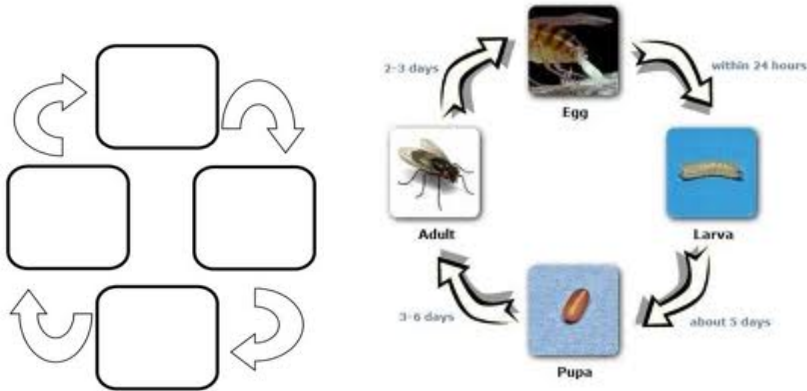
App Suggestions:

- Life Cycles for Kids Lite (free)

- Animals Learn Science - Third Grade (free)

# HBCSD TECHNOLOGY LESSON PLAN

## 3rd GRADE ( Lesson 2)



### Supplies

- Flow maps can be created with Word, Paint, PowerPoint or various life cycle apps.
- Text books, trade books
- Internet ready computers
- printer

### Direct Instruction

1. Students will learn about a variety of life cycles through our science text, trade books, and websites about life cycles.
2. Students will then either be assigned or choose their own animal or plant to investigate on their own.
3. Students will then be asked to create a digital life cycle of their chosen plant or animal. Each part of the digital life cycle must have a described in detail in text boxes.
4. Products may be posted to a final class project (wiki, PowerPoint, class book, etc.)

### Guided Practice

1. Teacher will create a digital life cycle using your choice of any technology tool.
2. Students may take turns creating parts of the life cycle in front of the group.

### Differentiated Instruction

EL- Students will need to create only the flow map of the life cycle with short description of each part of the life cycle.

GATE - Students may choose to take this project in a number of ways depending on their interests.

- Import images and more detail
- Extended research on related topic

### Assessment

Teacher will assess students' final product. A rubric should be used (and given out to students ahead of time) to measure digital life cycle and description.