

Park Ranger



Grade: 1st

Length: 30-45 minutes

Big Ideas: Animal traits

Topic: Different animals have different traits

Summary: This is a running game, similar to sharks and minnows, where the students will take on the role of animals, and learn about their different traits and adaptations.

Standards:

K-2 Standard 1 – Intended Learning Outcomes

The Processes of Science, Communication of Science, and the Nature of Science – *Students will be able to apply scientific processes, communicate scientific ideas effectively, and understand the nature of science.*

Objective 2: Communicating Science: Communicate effectively using science language and reasoning.

1. *Developing social interaction skills with peers*
2. *Sharing ideas with peers*
3. *Connecting ideas with reason (evidence).*
4. *Using multiple methods of communicating reasons/evidence (verbal, charts, graphs)*

K-2 Standard 3 – Physical Science

Students will gain an understanding of Physical Science through the study of the forces of motion and the properties of materials.

Objective 2: Analyze objects and record their properties.

1. *Sort, classify, and chart objects by observable properties, e.g. size, shape, color, and texture.*

K-2 Standard 4 – Life Science

Students will gain an understanding of Life Science through the study of changes in organisms over time and the nature of living things.

Objective 1: Communicate observations about the similarities and differences between offspring and between populations.

2. *Analyze the individual similarities and differences within and across larger groups.*

Objective 2: Living things change and depend upon their environment to satisfy their basic needs.

1. *Make observations about living things and their environment using the five senses.*

Essential Questions:

- What makes certain animals different from others?

Enduring Understandings:

- Physical traits help us distinguish one animal from another

Objectives:**Students will...**

- Will be able to determine what physical traits their animals have, and that they are different from other animals.

Materials:

- A large open area for running
- Cones for boundaries (optional)

Procedure:

1. Line the students up on one side of the field, shoulder to shoulder.
2. Choose one student to be the "Park Ranger". The Park Ranger will stand out in the field, and will try to tag students as they try to run to the opposite side.
3. Ask all of the students to choose an animal. You can go down the line and ask each of them what animal they chose.
4. Once everyone is ready, explain the rules: The Park Ranger (or you, the teacher) will name a physical trait (e.g. Does your animal have fur/eyes/four legs/a tail/etc.?). If the trait matches the traits of the animal the students chose, they have to run! If a trait is called that doesn't match their animal, tell students to stay at the line.
 - a. If a student is tagged on their journey, they have to stand still and act like a tree, and tag anyone who comes near them.
5. Play a couple rounds, have students choose new animals, choose a new park ranger, or even add more than one ranger.
6. As a debrief, have the students name a few traits of their animals.