

CLIMATE CHANGE LESSON PLAN - Nature in my school yard

For Grade 2

Prepared by Elizabeth Martens

Description of Activity:

Learners discover and investigate various ecosystems within the school grounds.

This lesson could be completed over 3 30 min lessons over weeks.

Learning Area/s: Natural Science	Learning Outcomes: Natural Science: LO1
Assessment Standard/s: AS 1: Learner plans an investigation as part of a group. AS 2 & 3: Learner participates within a group and able to explain what is being done and why	Subject Integration: Home Language (listening to instructions, speaking) Numeracy (Sequencing) Arts and Culture
Background knowledge required by learners: Basic knowledge of how humans and animals need to live in harmony together (ecosystems)	Materials Needed: Flashcards of insects / birds / other animals etc found in the school grounds and that make up an ecosystem. Sheets with the same pictures on as the flashcards (condensed version learners can take into the field); clipboard, pencil and paper, magnifying glass; Garden Explorer Game, dice, small containers and packet of dried beans (see game at end of lesson plan for details)
Activity Procedure: Lesson 1 Introduction into life found within school grounds. Use flashcards to help introduce some creatures that can be found in the school grounds and why they may be important for the environment. After initial introduction, arrange the flash cards into various ecosystems, in other words, select cards that would form an ecosystem. Divide the class into groups and give them each a set of flashcards that make up an ecosystem. Learners are encouraged to 'make up' an ecosystem with the flashcards. Each group can then stick the flashcards on the chalk board and explain their ecosystem. Lesson 2 Each group is given a sheet with the same pictures as on the flashcards. Learners must select the organisms that are relevant to the ecosystem they created in their groups. Learners are sent out into the school grounds, in their groups, to see how many organisms in their ecosystem they can identify. They are given a clipboard, pencil, paper and a magnifying glass. Learners must identify the organisms and note where it was seen and what it was doing eg. flying, walking, feeding, are the organisms in groups or on their own, etc. Learners must also calculate how many of each organism they saw. Learners then return to class and report back to the class about what they found. Lesson 3 Learners remain in their groups. Each group is given the 'Garden Explorer Game' (Appendix A), die and dried beans. Each learner is given a small container to keep his/her beans in. Teacher to explain how the game	

works. After each group has finished playing the game, learners remain in their groups. The teacher then discusses and questions the learners as to why sometimes the learners had to pay back beans and why they were sometimes given beans. Basically identifying the importance of taking care of our environment and the consequences if we do not take care of it.

Assessment Method:

Teacher assessment (rubric): The learners will be assessed on their instructions and sequencing and correct grammatical usage. They will also be assessed on their understanding of the information and instructions given to them and their ability to participate in group activities

GARDEN EXPLORER

GAME and COLOUR-IN

Disturb bee pollinating flowers. Pay 1 bean. 27

28

Watch a butterfly sipping nectar. Take 1 bean. 29

30

31 **Forgot your hat and suntan lotion. Pay 1 bean.**

26

25 **Stop to enjoy flowers. Take 3 beans.**

16

15 **Spy on neighbours. Pay 1 bean.**

17

14

24

Spot a bird's nest. Take 1 bean. 18

13 **Admire the view. Take 2 beans.**

23 **Trod on flowers. Pay 1 bean.**

22

19

21 **See ladybird eating aphids. Take 1 bean.**

20

12

11 **Afraid of heights. Don't climb. Go to 20.**

3

4 **Drop sweet wrappers. Pay 1 bean.**

5

10

2

6

9 **Scare a mouse eating grass seeds. Pay 1 bean.**

1

7 **Rest a while in the shade. Take 1 bean.**

8

67 **Please don't leave! Go back to 62.**

66

65 **Disturb a chameleon's lunchtime snack. Pay 1 bean.**

64

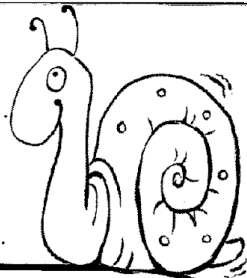
START

FINISH

by JUDY MARE

How to play: Find a dice, a small container and a counter for each player, and a handful or two of dried beans or lentils. Each player puts 10 beans in his/her container and the rest of the beans go into a pile that is the 'seed bank'. Take turns to throw the dice to see who starts - highest score begins. The person with the most beans at the end of the game is the winner.

NOTE: TAKE means take beans from the seed bank.
PAY means give the seed bank beans from your container.



32 Discover an unusual caterpillar. Take 1 bean.

33

34

35

36 Listen to birds singing. Take 3 beans.

37

38 See a frog catch a fly. Take 2 beans.

39

40

41 Went off path. Stuck in mud. Pay 1 bean.

42

43 Slipped off into pond. Pay 1 bean.

44

45

46

47 Count dragonflies. Take 1 bean.

48

49 Watch a weaver build his nest. Take 2 beans.

50 Follow a snail's silvery trail. Take 1 bean.

51

52

53 Watch a spider spinning its web. Take 3 beans.

54

55 Sat on an ant nest. Pay 1 bean.

56

57

58

59 Discover a huge toad. Take 2 beans.

60

61

62 Avoid stepping on millipede. Take 4 beans.

63