

Great Classroom Idea



Grade level: 5-8

Subject (if applicable): Computers

Please check all that apply:

- | | |
|---|---|
| <input type="checkbox"/> lesson plan | <input type="checkbox"/> project-based teaching/activity idea |
| <input checked="" type="checkbox"/> technology integration idea | <input type="checkbox"/> graphic organizer |
| <input type="checkbox"/> integration of faith and learning idea | <input type="checkbox"/> webquest |
| <input type="checkbox"/> classroom management technique | <input type="checkbox"/> virtual field trip |
| <input type="checkbox"/> devotional | <input type="checkbox"/> bulletin board idea |
| <input type="checkbox"/> science demo or experiment | <input type="checkbox"/> critical thinking strategy |
| <input type="checkbox"/> assessment tool | <input type="checkbox"/> original classroom game |
| <input type="checkbox"/> relationship-building idea | <input type="checkbox"/> other: _____ |

Description: (attach supplementary materials if needed)

Habitat Design

Students should each pick a partner. Each pair chooses an animal to research. Following examples given by the teacher, they then research the animal, its food, habitat, climate, location, life span, predators, etc. They are instructed to divide the work load between each other and begin to accumulate the above information.

The assignment is a scenario: The animals have escaped from the local zoo. The students need to figure out how to catch the animal. They are to design a habitat suitable for their animal, giving all the important information about the animal. The habitat is designed on the computer and may even be built as a model for display.

The students will also give an oral presentation to the class on their animal and all its information using PowerPoint, Word, and the internet. They may need to use Paint and Excel to list all items and costs as well as drawing out the map of the zoo and habitat construction.

Submitted by: Jason Perkins

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