

THE WONDERS OF LIFE

1ST GRADE: UNIT 1



Brain Target 1

DAILY RITUAL- FAVORITE ANIMAL SPOTLIGHT

Students draw their favorite animal, to be added to DQB. Each day, using our favorite animal chant, students share something about their animal and something about themselves.



CHAPTER 4: BIOMIMICRY

ACTIVITY 6: "MIRROR MIRROR ON THE WALL" BIOMIMICRY MODEL

Students create visual models of biomimicry, demonstrating an example of human invention "mirroring" a plant or animal part



Brain Target 1, 5, & 6

SABES Driving Question: What can we learn from plants & animals?

BAIP Driving Question: What can we learn about each other?

Engineering Design Challenge: Design a seasonal-specific technical piece of clothing

CHAPTER 1: THE WONDERS OF LIFE

ACTIVITY 1: PLANTS DANCE SONG

As a class, students sing or rap the "Plants Dance Song", with students creating and performing movements to emulate each plant part



CHAPTER 3: ANIMALS

ACTIVITY 5: ANIMAL ADAPTATION AVATAR CARDS

Students create "trading cards" highlighting their favorite animal's classification, characteristics, habitat, and adaptations.



CHAPTER 2: PLANTS



Brain Target 4,5,&6

ACTIVITY 2: BASIC NEEDS TABLEAUS

Students use their bodies to create tableaux- frozen images of plants' and animals' basic needs, food, water space, and air



ACTIVITY 3: PLANT & ANIMAL VISUAL JOURNAL

Students use drawing as a tool to reinforce memory and understanding by creating a visual journal outlining plant parts and the characteristics, habitats, and adaptations of animal classifications

ENGINEERING DESIGN CHALLENGE EXTENSION: BIOMIMICRY FASHION SHOW

Design groups select clothing pieces of their own which demonstrate biomimicry and walk in a class "fashion show"- modeling the clothing piece and explaining the plant or animal part which it mimics.