

# LESSON PLAN - DIGITAL STORYTELLING WITH ANIMAL HABITATS

## Second Grade Science Unit

Time Frame: 2-3 Weeks

### Florida State Standard(s):

- **SC.2.L.17.1** – Compare and contrast the basic needs that all living things, including humans, have for survival.
- **SC.2.L.17.2** – Recognize and explain that living things are found all over Earth, but each is only able to live in habitats that meet their basic needs.
- **LAFS.2.SL.2.5** – Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings.

### ISTE Standard(s):

- **1) Creativity and Innovation** – Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
- **3) Research and Information Fluency** – Students apply digital tools to gather, evaluate, and use information.

### Learning Goal(s):

- I can understand the differences between the basic needs that all living things need to survive and that living things are found all over the Earth, but each is only able to live in habitats that meet their basic needs.
- I can use technology to create a digital story, on a relevant topic, including a title, researched facts, pictures/graphics, and audio.

### Lesson Materials:

- Classroom Computers
- Unit Curriculum Page – <https://ashleyfrush.wikispaces.com/Animal+Habitats>
- Various Non-Fiction Texts on Habitats
- *Habitat Research Graphic Organizer*
- Digital Story Telling Rubric

### Lesson Overview:

The goal for this unit is to understand the differences between the basic needs that all living things need to survive. It is also to understand that living things are found all over the Earth, but each is only able to live in habitats that meet their basic needs.

During this unit, students will work with a partner on researching about one of the habitats: the ocean, the desert, the rain forest, the arctic, or the freshwater habitat. It is the goal of the project for them to learn how to research using books and computers as well as take notes on the information they have gathered. For the presentation of the project, they will be required to take the information they have learned on their habitat and make a digital story presentation to present to the class.

Students will tell their story and explain what they learned using Prezi and will include Creative Commons licensed graphics, photos, videos, etc. using information found on the Web. To prepare for their projects, students will access our curriculum page, videos, and non-fiction texts. Students will share their Prezis with the class, and students will peer-evaluate the projects. Presentations will be evaluated using a rubric.

### Lesson Outline:

- I. Students will choose an animal habitat of their choice: the ocean, the desert, the rain forest, the arctic, or the freshwater habitat.

- II. Once students have chosen their habitat, they will use the *Habitat Research Graphic Organizer* to research about their chosen habitat.
- III. Students will be looking for the following information on their habitat:
  - Description of the Habitat
  - Animals that Live in the Habitat
  - Plants that Live in the Habitat
  - Animal/Plant Adaptations for their Habitat
  - Interesting Facts
- IV. Students can use the following websites when researching about their animal habitat of choice:
  - Brain Pop Jr. – <https://jr.brainpop.com/>
  - PBS Wild Kratts – <http://pbskids.org/wildkratts/habitats/>
  - Build a Habitat – <http://www.switcheroozoo.com/games/habitatgame.htm>
  - National Geographic Kids – <http://kids.nationalgeographic.com/>
  - Critter Cam – <http://www.nationalgeographic.com/crittercam/deepsea/>
- V. Once students have spent about a week researching and gathering their information on their animal habitat, they will begin to create their digital story.
- VI. Teacher will model how to create a digital story telling project using the information on the unit curriculum page.
- VII. Students can use the following website to create their digital story presentation:
  - Prezi – <https://prezi.com/>
- VIII. Digital Story Telling Project Requirements: Each digital story telling project MUST include the following:
  - Habitat Name
  - Description of the Habitat
  - Animals that Live in the Habitat
  - Plants that Live in the Habitat
  - Animal/Plant Adaptations for their Habitat
  - Pictures and/or Drawings Related to the Information
  - Audio

### **Lesson Resources:**

Students can use the following websites as resources when researching about their animal habitat of choice (All Listed on Curriculum Page):

- Brain Pop Jr. – <https://jr.brainpop.com/>
- PBS Wild Kratts – <http://pbskids.org/wildkratts/habitats/>
- Build a Habitat – <http://www.switcheroozoo.com/games/habitatgame.htm>
- National Geographic Kids – <http://kids.nationalgeographic.com/>
- Critter Cam – <http://www.nationalgeographic.com/crittercam/deepsea/>

Students can use the following websites to create their digital story presentation:

- Little Bird Tales – <https://littlebirdtales.com/>
- My Story Maker – <http://www.carnegielibrary.org/storymaker/>
- Prezi – <https://prezi.com/>

### **Adaptions for Student's Needs:**

- Partner
- Extended Time
- Technology
- Visuals
- Prompting