Lesson Plan: Best Lesson

Grade Level: First Grade

Title of Lesson: Oh Deer!

Unit Title: Life Science: Animals

Performance Standard(s) Covered:
S1L1. Students will investigate the characteristics and basic needs of plants and animals.
   a. Identify the basic needs of an animal.
   b. Compare and describe various animals.

Essential Question: What do deer need to survive? What is the relationship between the population and available resources?

Objective: Students will discover what resources are needed for deer to survive. They will also learn how population dynamics change when resources become limited.

Key Words and Terms: Population, resources, limited resources

Learning Activity

Abstract: Students play a game to observe how changes in resource availability will change the population.

Materials Needed: Chart paper, markers

Safety Concerns: Make sure that you go outside to an area where students are safe to run around a little. Make sure to keep an eye on all students to ensure they stay within the permitted region.

Procedure:

• Start with a discussion about what deer need to survive
  o Emphasize food, water and shelter
• Discuss what happens if a deer does not have all of these resources
• Explain the game in the classroom, before going outside in order to maximize the amount of attention that the students devote to the instructions
• The game:
  o Select two students to start off as “the deer”, the rest of the students are “the resources”
  o Have “the deer” stand behind a line on one side of the playing area and have “the resources” stand on the opposite side
  o Have the two groups of students turn so their backs are facing each other and they can not see what the other group is doing
With backs turned, the students on each side decide if they want to represent food, water or shelter
  • To represent food, students place a hand on their stomach
  • To represent water, students place a hand on their mouth
  • To represent shelter, students place a hand on top of their head
Once everyone has decided what they are going to represent, have the students turn to face each other
“The deer” must find someone that is the resource that the deer is looking for
Once “a resource” is found by the deer, that student also becomes a deer
If a deer can not find a matching resource, it becomes a resource for the next round
Play 5-10 rounds of the game
Record how many students are deer in each round
  After the game is over, chart the number of deer for each round on chart paper and discuss why the population changes

Notes and Tips: Doing a practice round in the classroom before taking the students outside would help the game run more smoothly