# BIOLOGICAL SCIENCES: EXPLORE

## YEAR THREE

# INTRODUCTION

Game of "Move Like..."

Questions to recap previous lessons: "How do we know if something is living or nonliving?". Follow questioning with a Post-it-Note activity.

# STATIONS

#### Station one: Animal Classification.

Students will sort a variety of animals into their classification groups, based on observable features. Completion of an animal report.

Enabler: Adjustment of the animal report card. Multiple choice option.

**Extender:** Justifications of why their animal belongs to that group.

## Station two: Mystery Boxes.

Students will explore different living (animals and plants) and non-living objects through touch. They will describe what they feel guess what each box may contain. **Enabler:** Verbal explanations, rather than written.

Extender: Guess, and justify, which classification group the objects would belong to.

## Station three: Animal / Plant Snap.

Students, in pairs, will be given a range of snap cards that have different pictures of animals and plants on them. When the same image appears on the pile, both students write down, on a mini-whiteboard, as many observable features they know in 30 seconds. **Enabler:** A change of the target number of observable features, as well as the timing. **Extender:** A change of the target number of observable features, as well as the timing.

# CONCLUSION

Game of "Pop Quiz Line Categories". Use of pop-sticks to choose students from the class and questions to recap the lesson.

**Gillian Morrell** 

Year Three: Living things can be grouped on the basis of observable features and can be distinguished from non-living things (ACSSU044)

# RESOURCES

#### Station one: Animal Classification.

- Animal toys.
- Activity sheet.
- Labels for classification groups.

#### Station two: Mystery Boxes.

- Three large boxes.
- Plants and leaves.
- Household objects (pencils and pens).
- A large lizard / animal toys.
- Feathers.
- Activity sheet.

#### Station three: Animal / Plant Snap.

- Animal and Plant Snap Cards.
- Timer.
- Whiteboard markers.
- Mini whiteboards.
- Checklist for teacher recordings of objectives.

# REFERENCES

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