POP Vertebrates Lesson Plan: Grade 3

Grade Level: Third Grade | Duration: Two days, 35 minutes per lesson

Objective

In this lesson, third graders use BrainPOP resources to learn about vertebrates and their defining characteristics.

Students will:

- 1. Build Background Knowledge:
 - Watch the BrainPOP Vertebrates movie.
- 2. Think and Do:
 - Vocabulary: Define vocabulary and use in a sentence.
 - Make-a-Map: Identifying characteristics of vertebrates.
- 3. Assess:
 - \circ Take the Vertebrates quiz.

Preparation

- Preview the BrainPOP movie <u>Vertebrates</u> to plan for any adaptations.
- Create and schedule Day 1 assignment: Vertebrates Movie, Vocabulary, and Make-a-Map.
- Create and schedule Day 2 assignment: <u>Vertebrates Movie</u>, <u>Make-a-Map</u>, and <u>Quiz</u>.

Before the Lesson

Background knowledge helps students make sense of new ideas and experiences. To activate prior knowledge, ask these questions:

- What animals do you know of that have backbones?
- What are some ways that these animals are alike?

DAY 1: Build Background (10 minutes)				
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development	
 I watch the Vertebrates movie. 1. Watch the Vertebrates movie. Click pause at noted time codes to discuss key ideas: Timecode 1:16: What are the five groups of vertebrates? Timecode 2:21: How are amphibians and reptiles alike? How are they different? Timecode 3:11: In what group of vertebrates would you place humans? Explain your reasoning. 	 Print the movie transcript and highlight evidence that answers each of the discussion questions. Two students act out the transcript, one as Tim and the other as Moby. 	 Set a specific viewing purpose for individual students or small groups based on lesson objectives and student readiness. For example, have students focus on one group of vertebrates. Pause at two key points and prompt students to summarize. Support recall by having students draw one or two key ideas from the movie. 	 Pause for new vocabulary. Use the word in a sentence. Prompt students to say the word and repeat the sentence. Invite them to draw a picture of the word. Create a word wall with vocabulary and the drawing. Pause at key points and ask the discussion questions in the student's home language or English. 	

DAY 1: Think & Do (20 minutes)			
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development
<text><text><text><text><text><text><text><text></text></text></text></text></text></text></text></text>	 Print Vocabulary. Print Students write a definition and sentence for each term. 	 Assign appropriately challenging words to individual students. Assign a few of the six terms to individual students to define and use in a sentence. As a challenge, students can add two additional terms, writing a definition and sentence for each. 	 Say the term(s) in students' home language. Then say the words in English. Have the student repeat in English. Use the term in a sentence. Prompt students to say the word and repeat the sentenc Click the speaker icon to heat the term read aloud.

DAY 2: Build Background (10 minutes)				
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development	
3. Watch the <u>Vertebrates</u> movie again. Prompt students to find a fact or something new that they didn't notice the first time.		 Students return to their drawings of key concepts from the first viewing and add new details. As a challenge, invite students to identify more than one new fact. 		
DAY 2: Think & Do (20 minutes)				
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development	
Make-a-Map	• Create a paper version of the concept map using index cards. Or, make the concept map on paper.	• Model how to complete the concept map by adding nodes around the term vertebrate. Demonstrate how to add images and how to link to different nodes.	 Say the keyword(s) or the images in students' home language. Then say the words in English. Have the student repeat in English. 	

 4. Students open their Make-a-Map assignment. Or, if not using Assignment Builder, model how to open Make-a-f Students choose the Spider Map tem Have them put the word or an image representing vertebrates in the center Then, add images, keywords, and model ips about vertebrate features. When they finish, students click the S To Teacher button and/or print out. View rubric. 	Map. plate. r. pvie	 Assign a partially completed map to individual students. Challenge students to connect characteristics that are similar and describe relationships. 	 Use a keyword in a sentence. Prompt students to say the word and repeat the sentence. Have students use images to describe each keyword.
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development
Q Quiz	• Print the <u>quiz</u> for students to complete.	 Read aloud the questions and answers. Reduce the number of questions and/or possible answers (using the 	 Read aloud the quiz in students' home language. Highlight the key vocabulary in a printable version of the quiz.

 Students open their Quiz assignment. Or, if not using Assignment Builder, model how to open the <u>quiz</u>. 	 Quiz Mixer). Support recall by revisiting movie drawings. 	• Support recall by having students review drawings they made during the movie.
If you assigned the quiz, you will see students' results in your Dashboard. If not assigned, students click the Submit to Teache r button.		