POP Natural Resources Lesson Plan: Grade 4

Grade Level: Fourth Grade | Duration: Two days, 30 minutes per lesson

Objective

In this lesson, fourth graders use BrainPOP resources to define then sort examples of renewable and nonrenewable resources.

Students will:

- 1. Build Background Knowledge:
 - Watch the BrainPOP Natural Resources movie.
- 2. Think and Do:
 - Vocabulary: Define vocabulary and use in a sentence.
 - Sortify Game: Sort natural resources into categories.
- 3. Assess:
 - Take the Natural Resources quiz.

Preparation

- Preview the BrainPOP movie <u>Natural Resources</u> to plan for any adaptations.
- Create and schedule Day 1 assignment: <u>Natural Resources Movie</u> and <u>Vocabulary</u>.
- Create and schedule Day 2 assignment: <u>Natural Resources Movie</u>, <u>Sortify Game</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:

- Paper comes from plants, like trees. Can you think of other things you use that come from the environment?
- What does 'renew' mean? What are some examples of things that can be renewed?

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DAY 1: Build Background (10 minutes)					
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development		
 I. Watch the Natural Resources movie. Click pause at noted time codes to discuss key ideas: Timecode 0:42: What is a natural resource? Timecode 1:26: What are some examples of natural resources? How do people use them? Timecode 2:13: What is the difference between renewable resources and nonrenewable resources? Name an example of each. 	 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 either renewable or nonrenewable resources. 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. 		

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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 sentence. Click the speaker icon to heat the term read aloud. 		

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DAY 2: Build Background (5 minutes)						
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development			
 Watch the <u>Natural Resources</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			
 4. Students open their Sortify assignment. Or, if not using Assignment Builder, model how to open the <u>Sortify Game</u>. Students sort natural resources into self-selected categories. 	 Create a <u>paper version</u> of the game. Use index cards as tiles to recreate the game. 	 Model your thinking for students as you play the game. Assign specific bucket categories to individual students. Challenge students to use the 'petroleum products' or 'raw and finished' buckets. Support recall by prompting students to revisit the drawings they made after watching the movie. 	 Say the name of each tile and bucket category in students' home language or English. Have them repeat it in English. Before students decide where tiles go, have them use their home language or English to discuss where they plan to place tiles. 			

Students click each bucket to review and submit. When they finish, students click the I'm Done button then the **Submit To Teacher** button.

DAY 2: Assess (5 minutes)				
Lesson Steps	Offline Modifications	Modifications for Diverse Learners	ELL/Language Development	
 5. Students open their Quiz assignment. Or, if not using Assignment Builder, model how to open the <u>quiz</u>. If you assigned the quiz, you will see students' results in your Dashboard. If not assigned, students click the Submit to Teacher button. 	• 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 Quiz Mixer). Support recall by revisiting movie drawings. 	 Read aloud the quiz in students' home language. Highlight the key vocabulary in a printable version of the quiz. Support recall by having students review drawings they made during the movie. 	