# <u> William's Bay Wrap Lesson Plans</u>

Teacher can reference additional activity instructions (wire basket on white cabinet)

## Exploring the Ocean

Theme for April 2022

### 1. Small and Large Scale Rainforest Displays (Continue from March)

(STEM, Social Emotional Development/Character Education, Environmental Learning, Service Learning)

Students can become part of creating a group rainforest display at the large-scale level or work independently on a small-scale shoe box diorama. Students will have the opportunity to explore many different modeling materials. Displays should be labeled with rainforest knowledge for all to learn.

GOAL: MODEL REPRESENTATION — GROUP CORPORATION

#### 2. Ocean Bottles (sensory bottle - oil and water)

(STEM, Language, Literacy and Numeracy)

Students can create their very own ocean water bottle using oil, water, and blue food coloring and then talk about what they observe happening in the bottle when moved from side to side.

GOAL: SENSORY FUN — SCIENTIFIC PROPERTIES OF OIL AND WATER

#### 4. The Ocean Floor (window artwork)

(Arts and Culture, Media and Technology, Service Learning, Global Learning)

Interested students will research the different types of coral reef found around the world and then paint what they find on the cafeteria windows creating a mural of the ocean floor.

GOAL: INTERNET RESEARCH - COMMUNITY DISPLAY WORK -

#### 5. Full Scale Fishing (fishing in our large space)

(Arts and Culture, Media and Technology, Language, Literacy and Numeracy)

Students will research and draw full scale fish and then attach metal material to the fishes' noses. Once created, student will have the opportunity to use real fishing poles, with magnets attached to the lines, to catch our fish. Fish will be numbered to incorporate a math element to this game.

GOAL: MATHEMATICAL CALCULATIONS — FISHING TECHNIQUES

#### 3. Eating up the Ocean (classroom snack)

(STEM, Language, Literacy and Numeracy)

Interested students can help follow cooking instructions to make blue Jell-O which will be used to make ocean cups with gummy fish inside. Snack will then be eaten if desired.

GOAL: COOKING EXPERIENCE