

# Actividades para la clase de ciencias (en inglés)

Ministerio  
de Educación, Cultura  
y Deporte

Programa de Auxiliares de Conversación en España





# Actividades para la clase de ciencias (en inglés)

Programa de Auxiliares de Conversación en España

Blake Smuin · Brigham Young University



MINISTERIO DE EDUCACIÓN, CULTURA  
Y DEPORTE

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# First Cycle

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	Easy · Speaking, listening	
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	Easy · Speaking, listening	
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	Easy · Speaking	
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	Easy · Speaking	
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Tables are provided at the end for activities that require recording data.

Graphs are provided at the end for visually representing recorded data.

Other great activities and ideas (Seriously, these are awesome resources):

<https://www.teachingenglish.org.uk/teaching-kids/resources/lesson-plans>

[http://bogglesworldesl.com/esl\\_games.htm](http://bogglesworldesl.com/esl_games.htm)

<http://www.mundoprimeria.com/juegos-conocimiento-del-medio/>

<https://pinterest.com>

(If the professor allows, do an egg drop activity in the 3<sup>rd</sup> cycle).

# 1. Names of fruits and vegetables

**1<sup>st</sup> cycle | easy  
speaking & listening**

10

## Materials

- Chairs

## Procedure

- Put one chair for each student in a circle and then remove one chair.
- Divide students into groups of two or three and give each group a fruit or vegetable name.
- Students sit wherever they'd like in the circle.
- Choose one student to stand in the middle.
- The student in the middle calls out a fruit or vegetable and the students in that group stand up and have to switch seats without the person in the middle sitting in one of their seats first.
- The student left without a seat is now in the middle and can call out as many fruits and vegetables as they want. If the student in the middle says, "fruit salad" every student has to get up and change seats.

## Other options

This game can be adapted to other lexical groups: animals/vertebrates, invertebrates/birds, amphibians, mammals, fish, reptiles, etc.

## 2. Clothes for the season

### 1<sup>st</sup> cycle | easy speaking & listening

#### Materials

- Paper doll with different clothes to wear can be found at: <http://familycrafts.about.com/od/paperdolls/ig/Paper-Doll-Dresses-and-Skirts>
- Scissors

#### Procedure

- Separate the students into groups.
- Give each group a paper doll to dress.
- Keep the paper clothes in front for the students to come choose.
- Call out an activity that someone would do in a specific season and have the students talk about what clothes are needed for the activity then send one student in the group up to get the clothes needed for said activity.
- The students will dress the doll in the paper clothes and wait for the next activity.

#### Other options

The day prior to the activity, ask the students to bring one article of clothing from home. Repeat the activity as a class this time and have one of the students volunteer to be at the front. When you call out the activity, the class will raise their hands and tell what clothes are needed and if someone brought that item, the volunteer student will put it on.

#### Make it more difficult

After doing the activity where the students bring clothing from home, gather data. How many t-shirts did they bring? How many pants did they bring? How many scarves or shoes? Record this data and have the students make a bar graph from the information.

## 3. Weather patterns

**1<sup>st</sup> cycle | easy  
speaking**

12

### Materials

None

### Procedure

- Create different signs for different weather patterns. For example putting your hands above your head in a circle: sunny, raising your hands up and allowing them to fall: rainy, spinning around in a circle: tornado, etc.
- Stand in front of the class and have each student stand.
- Chose an action that you have created and have the students imitate the action and say out loud what weather pattern they are acting out.

### Make it more difficult

#### Materials

- Computer
- Projector or TV
- Recording of weather forecaster

Show the students a video of a weather forecaster (optional) and then divide students into groups of 3. Tell them to pretend that they are weather forecasters and they have to tell the weather for the next 5 days. Help them make scripts and preform in front of the class or in small groups.

### Other options

Can also be done with natural disasters.



## 4. Learn Joints

**1<sup>st</sup> cycle | easy  
speaking**

### Materials

None

### Procedure

- Stand in front of the class and make actions for each of the joints: the neck, shoulders, elbows, wrists, hips, knees, and ankles by moving that part of the body. Teach the class the actions and names of the joint involved in the action.
- Start by choosing one of the joints and performing the action.
- Pick a student to start. That student then repeats the action that you just did and adds on another joint/action. As a class you repeat the two actions in the order that they were said.
- The next student then does the 1st and 2nd action and then adds a new one. As a class you repeat the three in the order that they were given.
- It continues until it gets too long for the students and then you start over where ever it was getting too difficult with the next student.

## 5. Body Parts

**1<sup>st</sup> cycle | easy**  
**speaking, listening & reading**

14

### Materials

- CD player or computer with projector and speakers.
- *Head, Shoulders, Knees and Toes* song: <http://www.eslkidstuff.com/blog/songs/head-shoulders-knees-and-toes#sthash.4RWIbkHF.dpbs>

### Procedure

- Project the *Head, Shoulders, Knees and Toes* song on the projector or print the words and hand each student a copy.
- Teach the students the song and movements.
- After they have learned the song, repeat it over and over getting faster and faster, have the students try to keep up.

## 6. Invertebrates and Vertebrates

1<sup>st</sup> cycle | easy  
speaking

### Materials

- Your own body.

### Procedure

- Stand in a circle and choose one student and say, “I want you to be an animal, an animal that is an/a invertebrate/vertebrate” the student responds by pretending to be an animal with the classification you just gave and saying, “I’m a \_\_\_\_\_. I have/don’t have a spine.”
- Then that student chooses someone else and repeats the phrase, “I want you to be an animal, an animal that is an/a invertebrate/vertebrate.” The next student acts like an animal with that classification and says, “I’m a \_\_\_\_\_. I have/don’t have a spine.” The activity continues until everyone has been chosen to be an animal.

## 7. Left and Right

**1<sup>st</sup> cycle | intermediate  
speaking & reading**

16

### Materials

- Projector with words or words printed out for each student.

### Procedure

- Project the poem on the board or print it and pass it to all of the students.
- Repeat the poem multiple times with the student, when it reaches the 3rd line, stick your pointer fingers in the air and your thumbs out, your left hand will form an “L.”

### **POEM: Which is my left? Which is my right?**

Sometimes it's hard to tell.  
But when I stick my thumbs out straight,  
My left will make an “L.”

### Make it more difficult

Travel around the room after the students have learned the poem and ask the students to face you, point to items and ask if they are on the students' left or right.



## 8. Recognize Emotions

### 1<sup>st</sup> cycle | intermediate speaking

#### Materials

- Emotion cards
- Scissors

#### Procedure

- Stand in front of the class and ask “How do I feel?” Make an exaggerated facial expression towards the students and count to 3 and have them all say which emotion you are feeling all at the same time: happy, sad, angry, scared, excited, tired, and a few more basic emotions.
- Separate the students into pairs and give each pair a pile of emotion cards. The 1st student picks up the top card and places it on his/her forehead without looking at the emotion.
- The other student then reads the card and makes the face of that emotion and the student with the card on his/her head guesses what emotion it is. The game continues until the students have gone through all of the cards.

#### Make it more difficult

After going through the pile, have the students shuffle it and go through it again but instead of making the emotion with their face, have them tell a story of when they would feel that emotion and make the other student guess the emotion.



ANGRY



EXCITED



HAPPY



SAD



SCARED



BORED



TIRED



ANGRY



EXCITED



SCARED



HAPPY



SAD

## 9. Planets

**1<sup>st</sup> cycle | intermediate  
speaking & writing**

19

### Materials

- Internet
- Projector
- Speakers

### Procedure

- Visit this website [https://www.teachingenglish.org.uk/sites/teacheng/files/Lesson%20plan\\_Space\\_0.pdf](https://www.teachingenglish.org.uk/sites/teacheng/files/Lesson%20plan_Space_0.pdf) and complete procedure #2 with the students using the song about planets.

## 10. Food Chains

**1<sup>st</sup> cycle | intermediate  
speaking & reading**

20

### Materials

- Animal print outs
- Scissors

### Procedure

#### Two different activities:

1. Separate students into pairs, each pair cuts out the animals on the print out. There are many food chains that can be created from these cut outs, have each group form at least five.
2. Hand each student an animal and have them walk around the room, talk to the other students, and try to find animals to make a food chain.

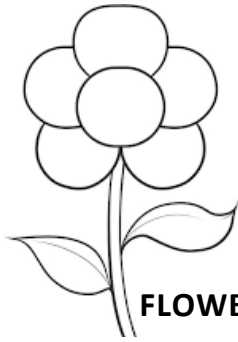
Flower → Caterpillar → Bird  
Acorn → Mouse → Snake → Hawk  
Algae → Small Fish → Big Fish → Dolphin  
Flower → Insect → Small Fish → Big Fish → Eagle  
Grass → Grasshopper → Lizard → Eagle → Mushroom  
Plankton → Small Fish → Jellyfish → Sea Turtle → Shark → Bacteria  
Plankton → Clam → Small Fish → Big Fish → Human



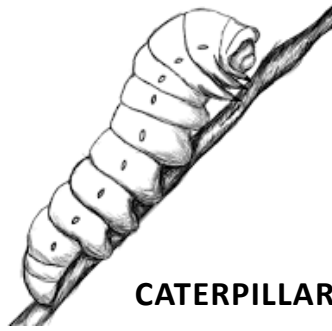
These are examples of the food chains that can be made using these animals, but encourage the students to be creative and find more. After a pair has found five food chains, have them share their 5 with another group and see if any were different. Help them with pronunciation of the animals.

### **Make it more difficult**

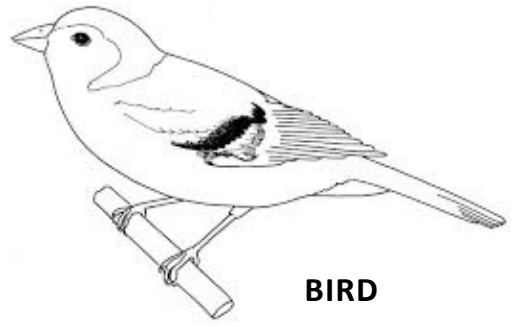
Don't give the students the pictures with the animals, just give them a list of the names of the animals and do both activities like that.



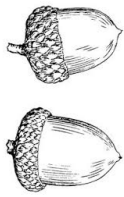
**FLOWER**



**CATERPILLAR**



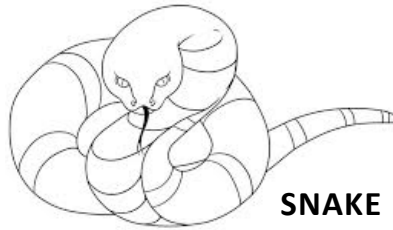
**BIRD**



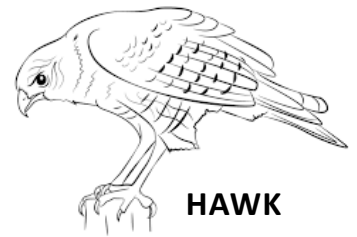
**ACORN**



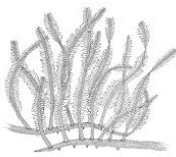
**MOUSE**



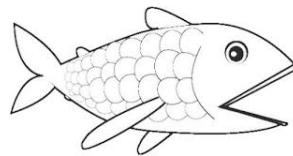
**SNAKE**



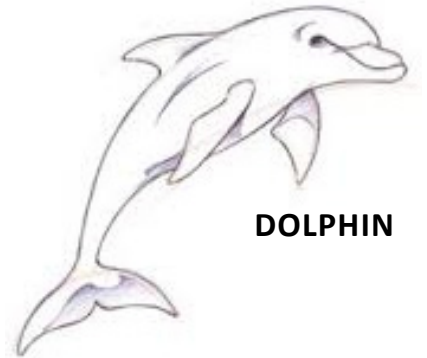
**HAWK**



**ALGAE**



**BIG FISH**



**DOLPHIN**



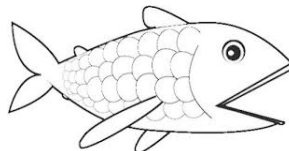
**FLOWER**



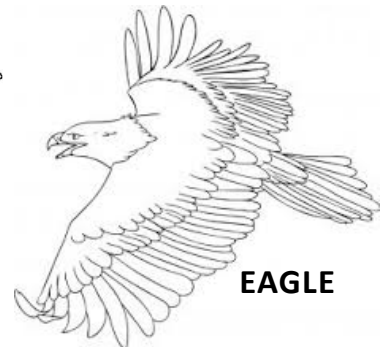
**INSECT**



**SMALL FISH**



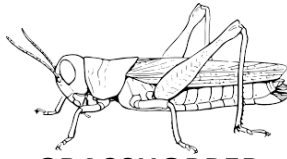
**BIG FISH**



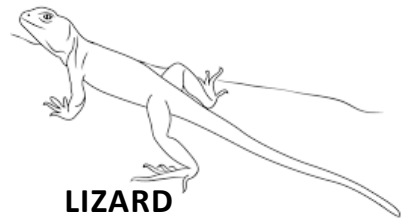
**EAGLE**



**GRASS**



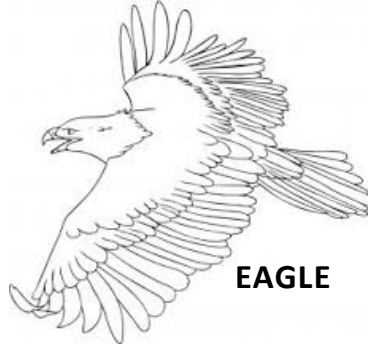
**GRASSHOPPER**



**LIZARD**



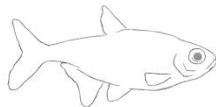
**MUSHROOM**



**EAGLE**



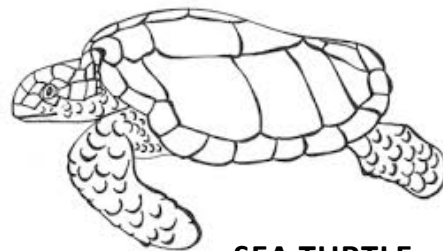
**PLANKTON**



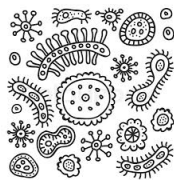
**SMALL FISH**



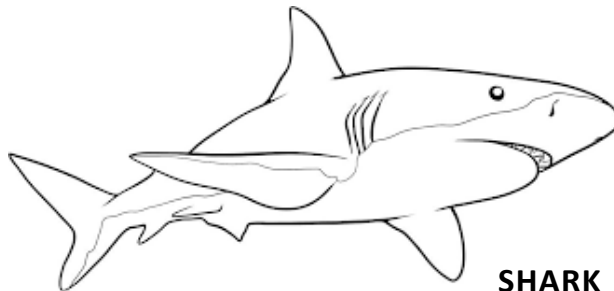
**JELLYFISH**



**SEA TURTLE**



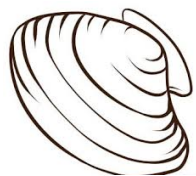
**BACTERIA**



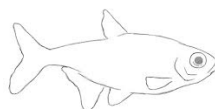
**SHARK**



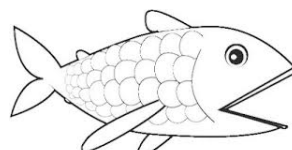
**PLANKTON**



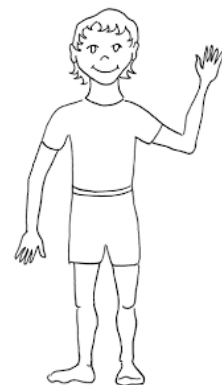
**CLAM**



**SMALL FISH**



**BIG FISH**



**HUMAN**

# 11. Forces and motion

**1<sup>st</sup> cycle | intermediate  
listening & speaking**

24

## Materials

– None.

## Procedure

This is a game of Simon says, it's short and it helps get wiggles out while learning about forces and different kinds of motion.

- Stand in the front and give commands using different motions and pushing and pulling. For example, Simon says push your pencil, Simon says pull your notebook, Simon says spin, swim, march, etc.
- If you do not say Simon says and the student makes a movement, then they have to sit down, if you do say Simon says and a student doesn't do the movement, then they have to sit down, the last student standing gets to be Simon.

## 12. Healthy food and food pyramid

**1<sup>st</sup> cycle | intermediate speaking & reading**

25

### Materials

- Food pyramid for each group
- Glue
- Scissors
- Cooking/food magazines
- Labels

### Procedure

- Divide the class into groups of 3 or 4. Give each group a food pyramid, food pyramid labels, scissors, glue and a few magazines.
- Each group labels each section of the food pyramid by gluing the labels onto the pyramid.
- The students then look through the magazines and cut out food and paste the food in the correct spot on the food pyramid.
- After they have put multiple items in each section, invite them talk about what foods they like and what they eat most of and what they need to eat more or less of.

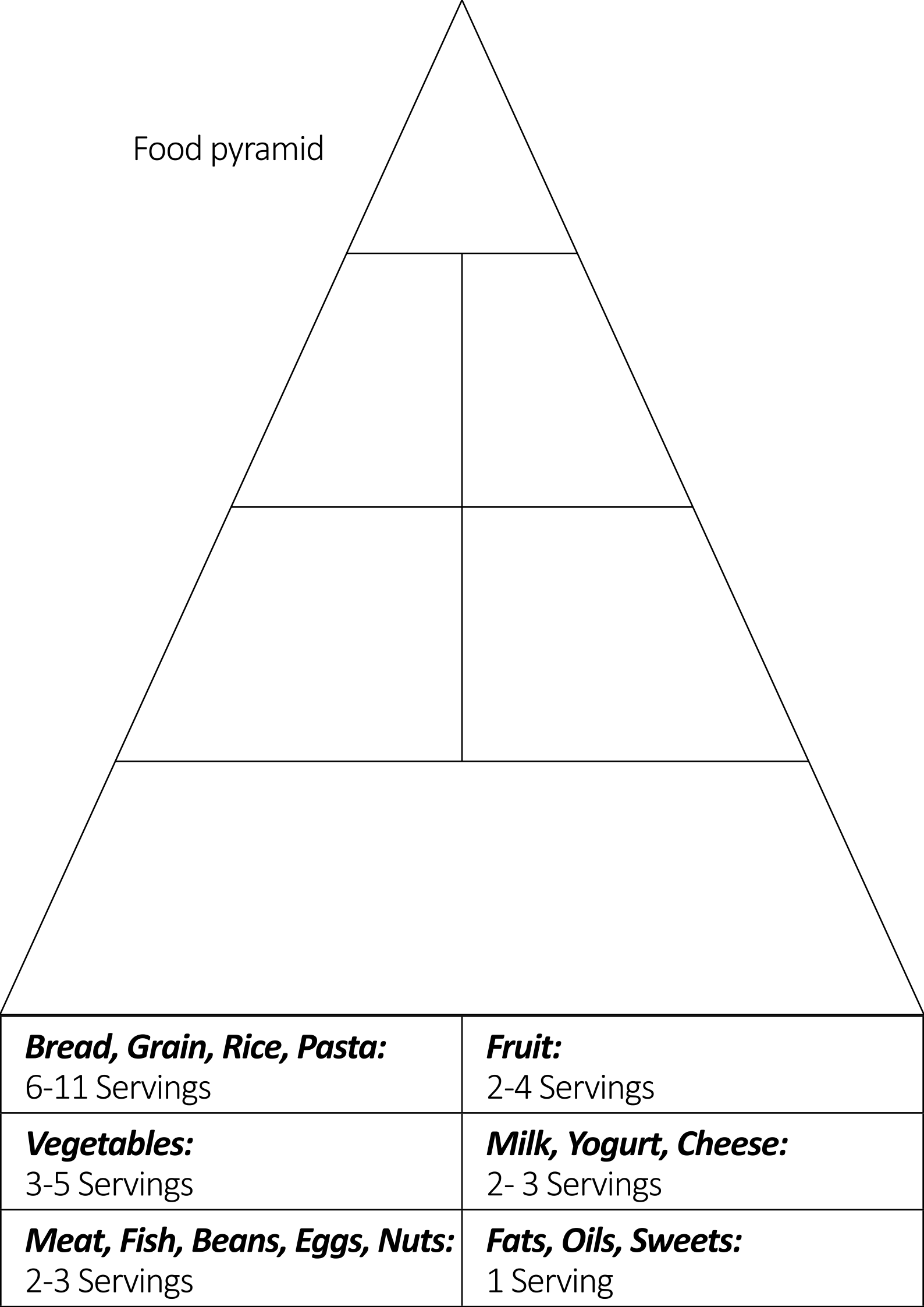
### Other option

Refer to activity “Healthy eating” in 2<sup>nd</sup> cycle. Have the students put all of the potential allergies from the major food groups into the pyramid, i.e. soy, gluten, lactose intolerant, peanut allergy, shell fish allergy, any other major allergy that could potentially exist in the class to the major food groups.

### Make it more difficult

Refer to activity “Healthy eating” in 2<sup>nd</sup> cycle.

Food pyramid



***Bread, Grain, Rice, Pasta:***  
6-11 Servings

***Fruit:***  
2-4 Servings

***Vegetables:***  
3-5 Servings

***Milk, Yogurt, Cheese:***  
2- 3 Servings

***Meat, Fish, Beans, Eggs, Nuts:***  
2-3 Servings

***Fats, Oils, Sweets:***  
1 Serving

## 13. Family members

**1<sup>st</sup> cycle | intermediate**  
**writing, reading & speaking**

27

### Materials

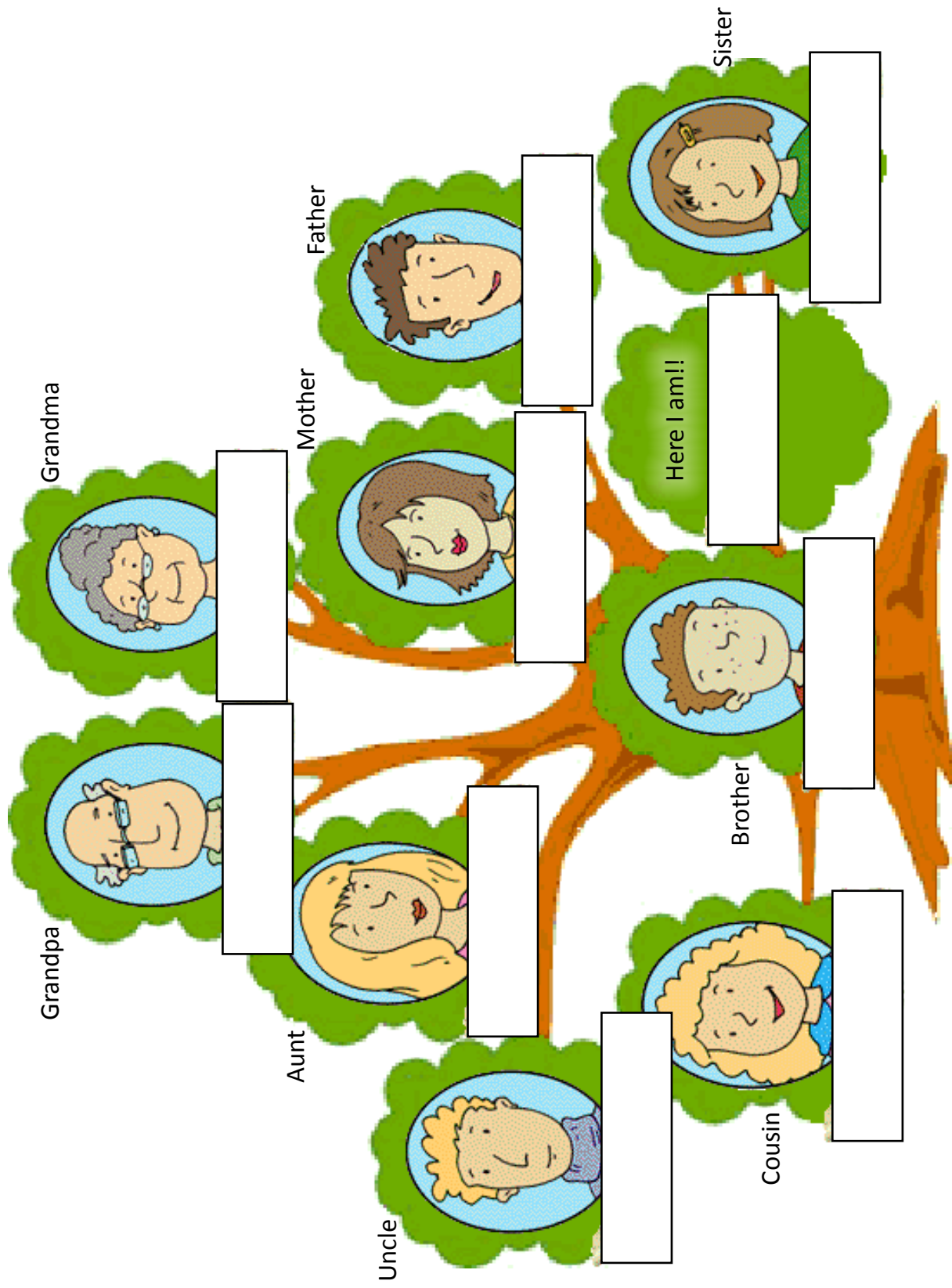
- Clue sheet
- Family tree

### Procedure

- Separate the students into pairs and give each pair a sheet of clues.
- The students will read the clues and try to figure out which family member the clue is talking about. They can use the family tree to help them figure out who the clue is talking about.
- Then have the students fill in the names of their family members in their family tree.

### Make it more difficult

Have each student tell their favorite family memory to another student.





# Clue Sheet

I am the sister of your father .....

I am your mother's father .....

I am a girl and you and I have the same mom .....

I am married to your father's sister .....

I am your mother's brother.....

I am the daughter of your father's sister .....

Your father is my son.....

I am your grandmother's mother .....

I am a boy and your mother's brother is my father .....

## 14. 5 senses

**1<sup>st</sup> cycle | advanced  
speaking, reading & writing**

30

### Materials

- Classroom objects
- Question sheet
- Pencils

### Procedure

- Divide the class into groups of 4 and give each group multiple items from the classroom: pencils, paper, toys, blocks, erasers, etc.
- Have the groups talk about what characteristics the items have. And answer the questions on the sheet.

## Use your 5 senses

What color is it?

Is it soft or hard?

Does it make a noise?

What size is it?

What does it smell like?

What is it shaped like?

## Use your 5 senses

What color is it?

Is it soft or hard?

Does it make a noise?

What size is it?

What does it smell like?

What is it shaped like?

## Use your 5 senses

What color is it?

Is it soft or hard?

Does it make a noise?

What size is it?

What does it smell like?

What is it shaped like?

# 15. Colors and numbers

## 1<sup>st</sup> cycle | advanced speaking

32

### Materials

- *Uno* Cards

### Procedure

- Separate the class into groups of three or four and give each group 20 to 30 Uno cards (minus the special cards like reverse and skip) make sure that each card has a match.
- Help the students set up their cards in a grid. Have them take turns turning two cards over at a time. If the two cards match, then in order to get the points, the student must say the number and color of each card.
- If the student gets it right then they get to keep those two cards. The student with the most cards at the end wins.

### Other option

Give each group random cards and in order to get the points, the two cards flipped don't have to match but the student must say the number and color of each of the two separate cards.

# 16. Body parts

**1<sup>st</sup> cycle | advanced  
speaking, listening & writing**

33

## Materials

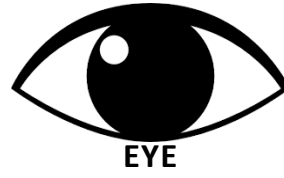
- Body parts sheet
- Scissors
- Tape
- Colored pencil
- Body hand out

## Procedure

- Cut the body parts from the sheet and hand them to the students, or have the students cut the body pieces out by themselves.
  - Hand out tape to each student and the body outline to each student.
  - Stand in front of the class and say a body part out loud. Have the students repeat the body part out loud and tape the paper body part on their body where it is located.
  - After this is done have them take out the body outline and label the body parts on that body.
  - Have the students color each part of the body a different color.
  - Divide the students into pairs and give each student a blank body sheet.
  - The students describe to each other, without showing each other, what their body looks like, , e.g. student A says 'My head is green' and student B colors the head on their blank outline green. When they have finished, they can compare pictures.
- \*\*** Skip some of the parts to make the activity easier for the class.



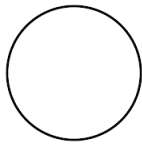
**HEAD**



**EYE**



**ARM**



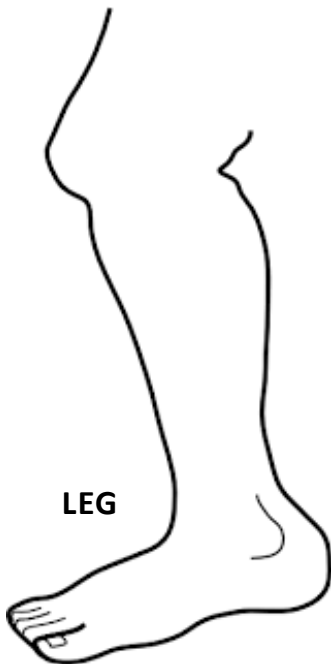
**BELLY BUTTON**



**FOOT**



**TOES**



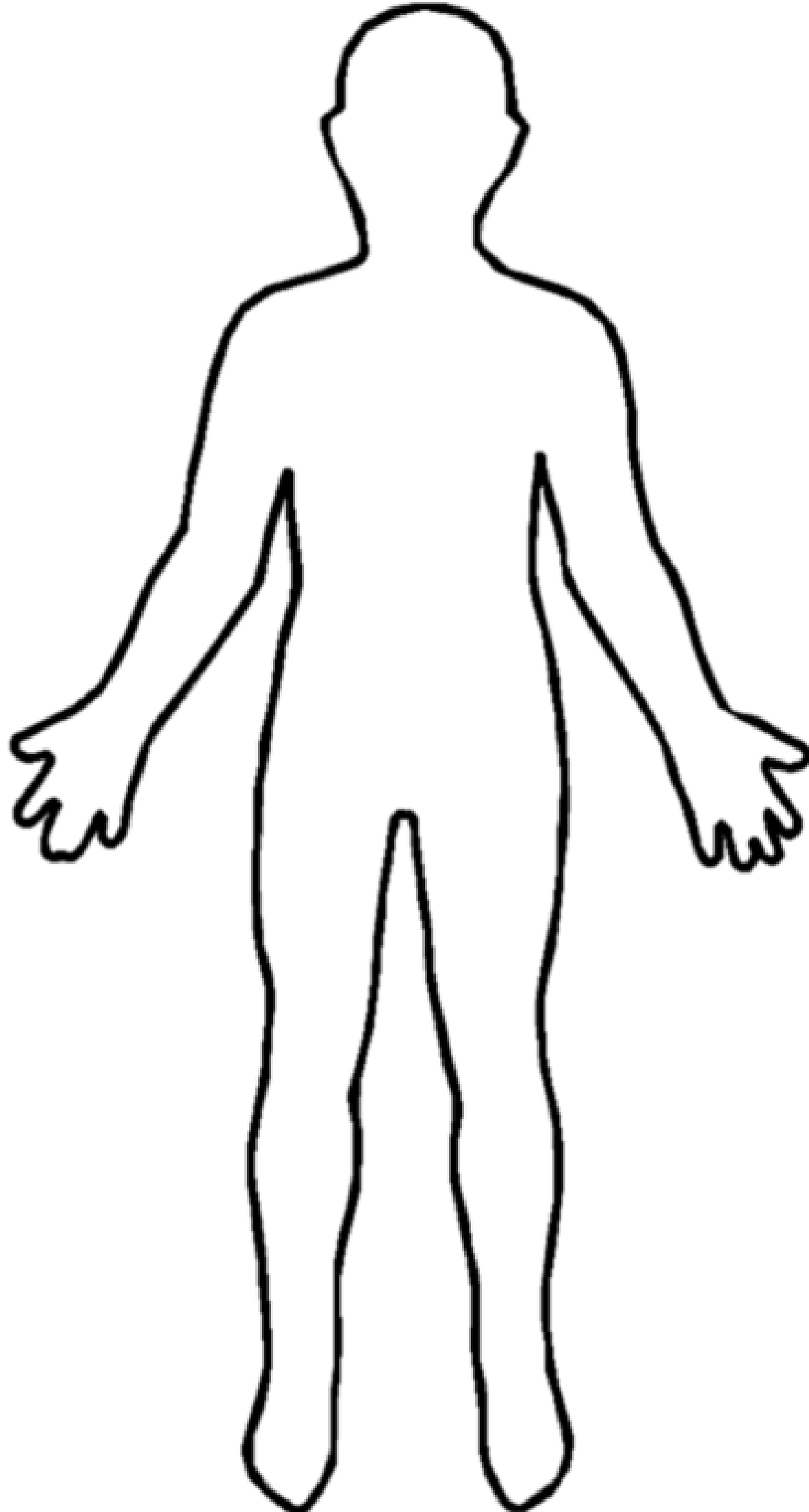
**LEG**



**HAND**



**NOSE**



## 17. Maps and directions

### 1<sup>st</sup> cycle | advanced listening

36

#### Materials

- Print out
- Story

#### Procedure

- Pass the hand out to each student
- Read them the following story
- Have them draw a map of the directions that you give them as you read the story. Each quadrant represents one square block

#### Story

Today my friend Susie wants to come over to play but I need to tell her how to get to my house. Susie lives in the house on the left and I live in the house on the right. Susie needs to be safe and walk on the sidewalk the whole time. Susie needs to leave her front door and walk five blocks east, halfway she passes a big tree on her left. After five blocks, she will see a stop light. At the stop light, she should take a right. Susie should walk three blocks south. She will know she is going the right way because she will pass a grocery store on the right side of the street. The street ends after three blocks because there is a big park that you can't walk through. She will take a right, towards the west, walk one block and then take a left and walk two blocks south until she reaches a round-a-bout. From the round-a-bout, Susie needs to go left and walk 4 blocks east. At the big, green street light, Susie needs to go right and walk four blocks south to my house. Then she can ring the doorbell and come to play.

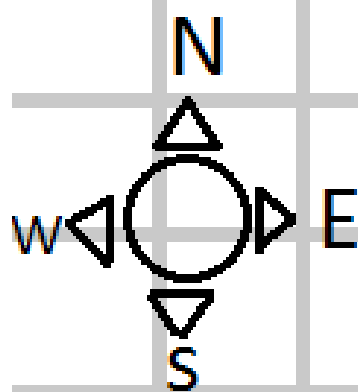


### **Make it more difficult**

After reading the story, have the students compare their maps with other students around them. On the back of their maps they draw and list and talk about with the other students, the things they pass when they come to school, how they get here, land marks they see, etc.

### **Other option**

Have the students write out their own directions in a story and tell them to a classmate.



# 18. Body parts, numbers & colors

**2<sup>nd</sup> cycle | intermediate  
speaking & listening**

39

## Materials

- Monster print out
- Divider/folder

## Procedure

- Separate the students into pairs and put a divider between them so that they cannot see the other's sheet of monsters.
- Tell them to choose one monster from the top of the page and circle it without telling the other student.
- The students then take turns creating and asking "yes or no" questions to find out which monster their opponent chose.

Some examples questions are:

- Does your monster have a nose?
- Does it have more than two eyes?
- Is it green?...

Have a bracket, the winners play the other winners and the losers play the other losers until there is only one champion.

**\*\*** To make this game easier for your students, you may make a premade question list for them to ask.

## Other option

This game can also be used in the 2<sup>nd</sup> cycle.



Walter



Zed



Petrovo



Boris



Gina



Eve



Telly



Hakem



Albert



Opus



Celia



Richard



Finnian



Lawrence



Sam



Violet



Edgar



Umberto



Peter



Quill



Edith



Bernie



Molly



Jason



Jason



Violet



Bernie



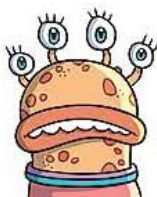
Lawrence



Edith



Umberto



Eve



Walter



Telly



Opus



Zed



Petrovo



Richard



Celia



Hakem



Boris



Albert



Gina



Molly



Peter



Finnian



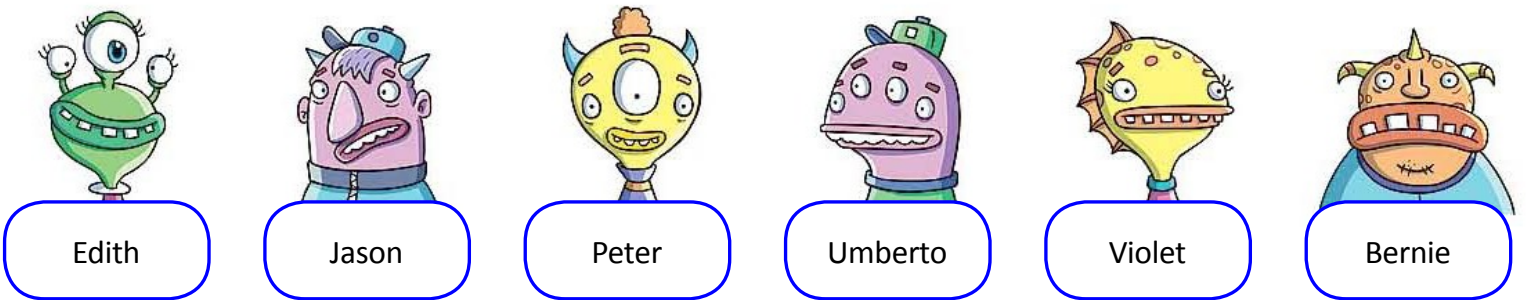
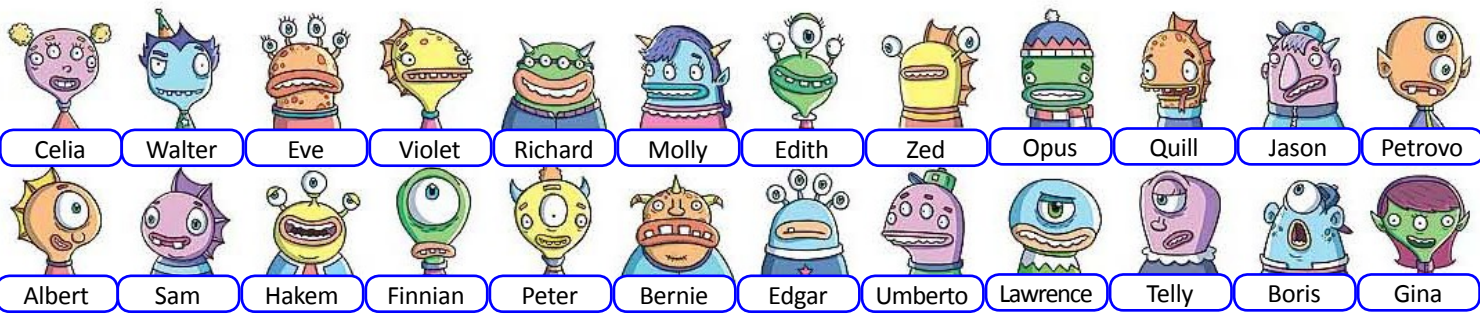
Sam



Edgar



Quill





## 19. Vertebrates and invertebrates

**2<sup>nd</sup> cycle | easy speaking**

42

### Materials

- Your own body

### Procedure

- Stand in a circle and choose one student and say, “I want you to be an animal, an animal that is an/a invertebrate/vertebrate” the student responds by pretending to be an animal with the classification you just gave and saying, “I’m a \_\_\_\_\_. I have/don’t have a spine.”
- Then that student chooses someone else and repeats the phrase, “I want you to be an animal, an animal that is an/a invertebrate/vertebrate.” The next student acts like an animal with that classification and says, “I’m a \_\_\_\_\_. I have/don’t have a spine.” The activity continues until everyone has been chosen to be an animal.

### Other option

What other categories of animals or cell types can you make to follow this activity model?

## 20. Density

2<sup>nd</sup> cycle | easy  
speaking

### Materials

- Bucket half full of water
- Materials brought from home.
- Questions sheet

### Procedure

- Ask each student to bring three small sized things to class the next day, they can be anything that they are okay getting wet.
- Separate students into groups of four and give each group a bucket half full of water. Hand each group a list with the five questions.
- Have each group answer and discuss the questions and then have them place the item in the water and make observations if it sinks, floats or sits in the middle.

**Questions to answer as a group for each object:**

1. What is the object? .....
2. What is it made of? .....
3. Do you think it will sink or float?.....
4. Why?.....
5. Place the object in the water.....
6. What actually happened? .....

**Questions to answer as a group for each object:**

1. What is the object? .....
2. What is it made of? .....
3. Do you think it will sink or float?.....
4. Why?.....
5. Place the object in the water.....
6. What actually happened? .....

**Questions to answer as a group for each object:**

1. What is the object? .....
2. What is it made of? .....
3. Do you think it will sink or float?.....
4. Why?.....
5. Place the object in the water.....
6. What actually happened? .....

**Questions to answer as a group for each object:**

1. What is the object? .....
2. What is it made of? .....
3. Do you think it will sink or float?.....
4. Why?.....
5. Place the object in the water.....
6. What actually happened? .....

**Questions to answer as a group for each object:**

1. What is the object? .....
2. What is it made of? .....
3. Do you think it will sink or float?.....
4. Why?.....
5. Place the object in the water.....
6. What actually happened? .....



## 21. Animal classification

**2<sup>nd</sup> cycle | intermediate  
speaking & reading**

### Materials

- Animal fill in the blank sheet.

### Procedure

- Hand each child a fill in the blank sheet and tell them to pick an animal but don't tell anyone.
- Have them fill out the sheet and help them do so.
- Then the students stand up in front of the class and read the clues from the sheet (if you have a bigger class or people in the class that have a hard time standing in front, break the class into groups to do this).
- The other students try to guess what animal the student has chosen by the clues that are given.

### Make it more difficult

Have the students create their own questions to answer and give clues to and have them write the questions and answers down.

## What am I? (circle one)

I am a/an ... (Vertebrate, invertebrate)

I am a/an ... (mammal, reptile, bird, amphibian, insect)

I am a/an ... (herbivore, carnivore, omnivore)

I live in the ... (jungle, desert, water, plain, mountains, other...)

I like to eat.....

What am I?

## What am I? (circle one)

I am a/an ... (Vertebrate, invertebrate)

I am a/an ... (mammal, reptile, bird, amphibian, insect)

I am a/an ... (herbivore, carnivore, omnivore)

I live in the ... (jungle, desert, water, plain, mountains, other...)

I like to eat.....

What am I?

## What am I? (circle one)

I am a/an ... (Vertebrate, invertebrate)

I am a/an ... (mammal, reptile, bird, amphibian, insect)

I am a/an ... (herbivore, carnivore, omnivore)

I live in the ... (jungle, desert, water, plain, mountains, other...)

I like to eat.....

What am I?

## 22. Landforms and habitat

**2<sup>nd</sup> cycle | intermediate  
speaking & reading**

47

### Materials

- Photos of landforms
- Projector
- Paper

### Procedure

- Write these questions on the board:
  - What do you see in the picture?
  - What kind of plants are there?
  - What is the weather like?
  - What kinds of animals live here?
  - What land forms do you notice?
- In front of the class, project a picture of a land form and ask the kids to write down the questions they see on the board.
- As a class answer the questions and have them write down the answers on their papers.

### Make it more difficult

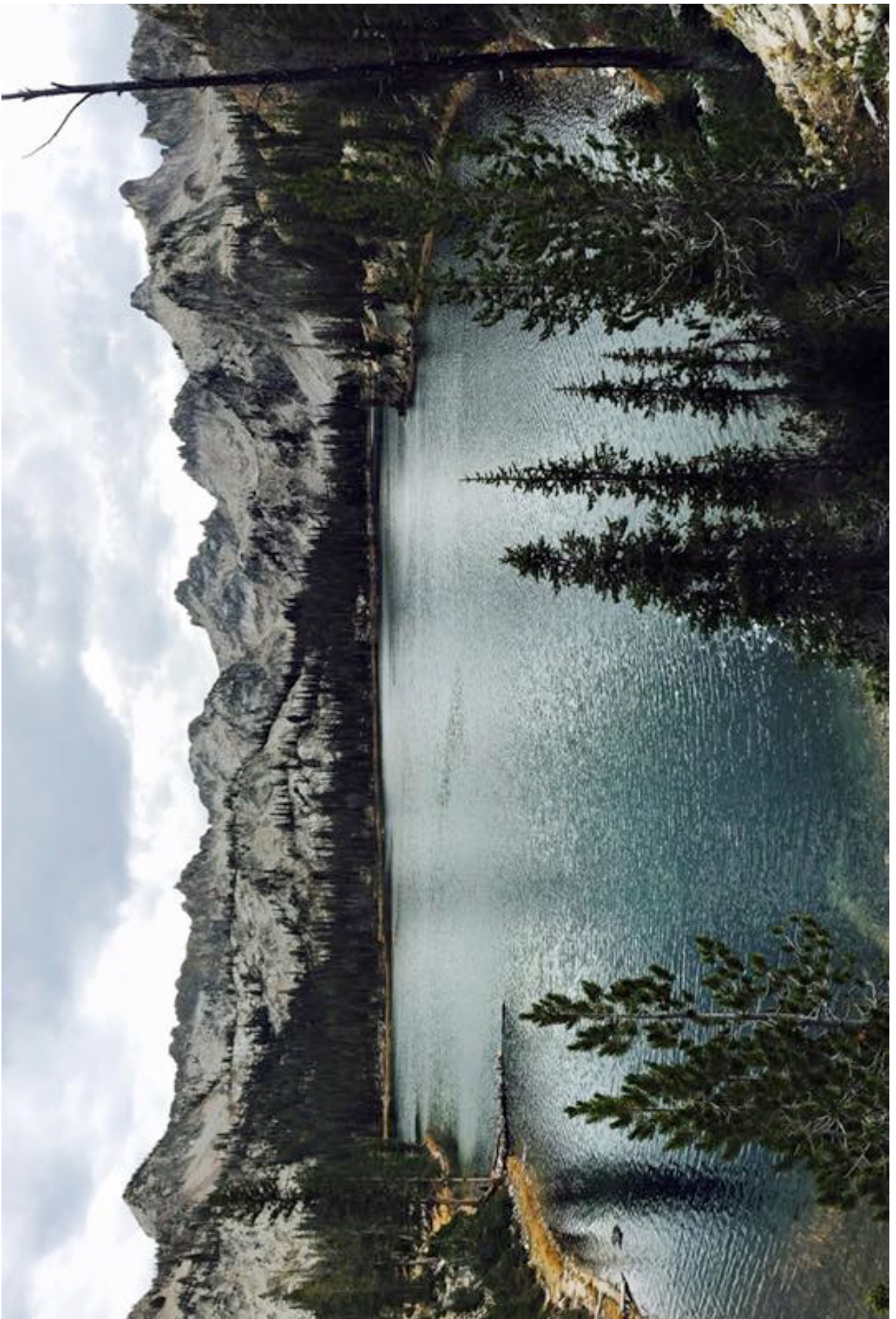
Split the students into small groups instead of performing the activity as a class.



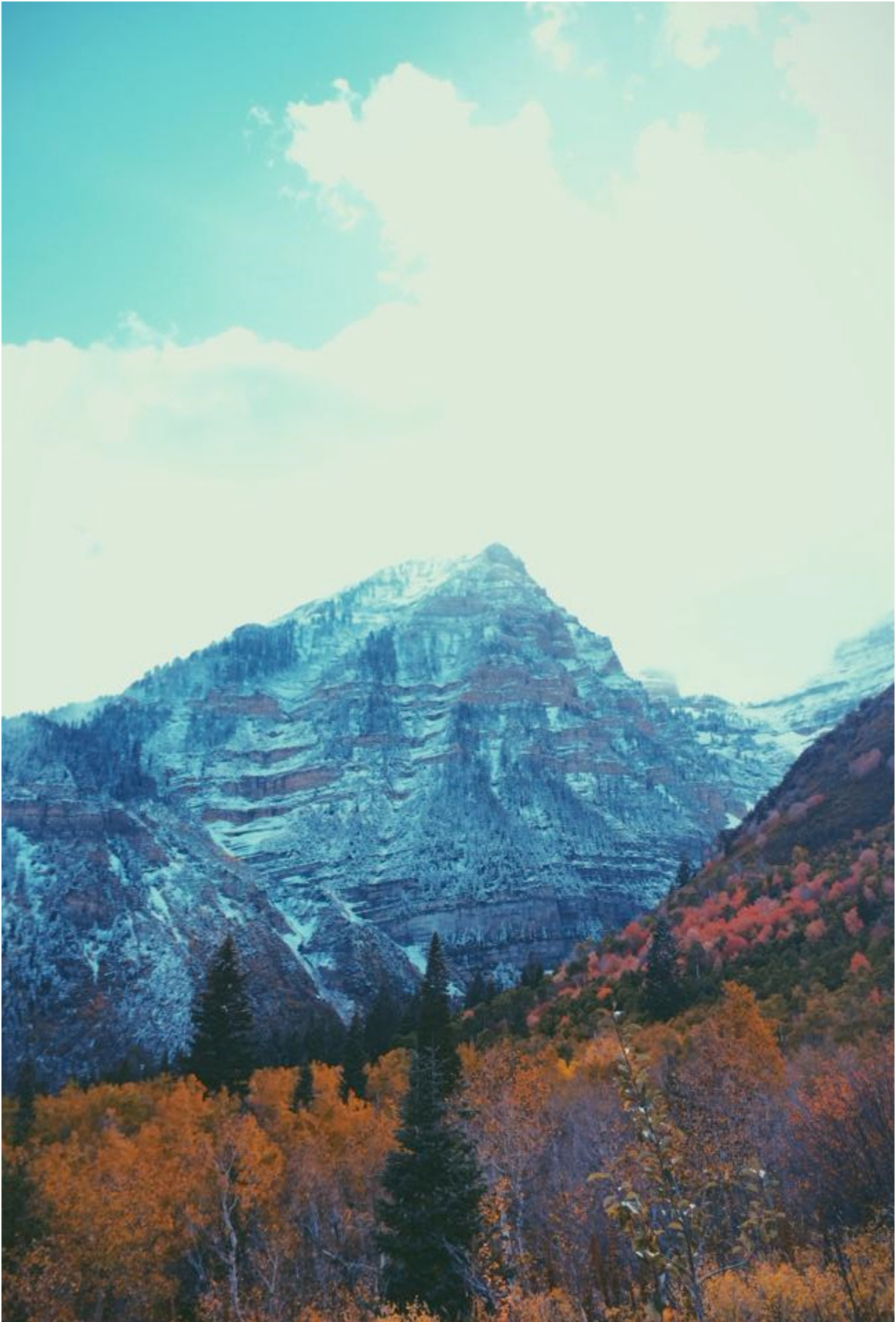
















## 23. Infer, make hypothesis

**2<sup>nd</sup> cycle | intermediate  
speaking & listening**

### Materials

- Short story

### Procedure

- Separate students into pairs.
- Sit or stand in front of the class and tell a story. Create problems in the story and when the problems arise ask, “What will happen next?” or “what should (main character) do?”
- Have the students talk to their partners and tell them what they think is going to happen. This activity can be very easy or more difficult depending on the age and skills of the students in the class. Encourage them to use their imagination.

### Example story

- Juan was walking his dog when the dog saw a squirrel. What do you think will happen next?
- The dog escaped and ran too fast for Juan. What should Juan do?
- Oh no! Here comes a car. What do you think will happen next?
- The dog ran past the car without being hurt. Now the dog is thirsty, he sees a puddle. What do you think will happen next?
- The dog stopped to drink the water. What should Juan do?
- Juan caught his dog while he was drinking the water. Juan is happy to be with his dog again.

### Make it more difficult

Have then children write their own stories and read them to classmates, this would be a good activity for the 3<sup>rd</sup> cycle.

## 24. Energies and matter

**2<sup>nd</sup> cycle | intermediate speaking**

54

### Material

- Cube
- Scissors
- Glue

### Procedure

- Cut and paste cubes together or have the students do it. Separate class into groups of three or four and make sure each group has one cube.
- In their groups have each student take turns rolling the dice and answering the questions. Play for 5-10 minutes just to get the students talking.

### Other option

Keep points to see which group can think of the most things in each category to make it more fun and competitive.

### Cube Pattern

Cut on solid lines - Fold on dashed lines

Give an  
example of  
kinetic energy

Name  
a solid

Name  
a liquid

Give an  
example of  
potential  
Energy

Name  
a gas

What's  
something we  
need energy  
to do?

## 25. Recording and graphing data

**2nd cycle | intermediate  
speaking & writing**

56

### Materials

- Graph (provided at the end of the activities)
- Table (provided at the end of the activities)
- One monster sheet (refer to monster activity in 1<sup>st</sup> cycle)

### Procedure

- Divide class into groups of 3 or 4 and give each group a monster sheet.
- The students then pick one feature of the monsters to take data, i.e. how many eyes, different colors, etc.
- They then make a table of the data they collect.
- From the table the graph the data in a bar graph or pie graph.
- After each group is done, they stand in front of the class and present the information and data they recorded about the monsters.

## 26. Science

### 2nd cycle | intermediate all skills

#### Materials

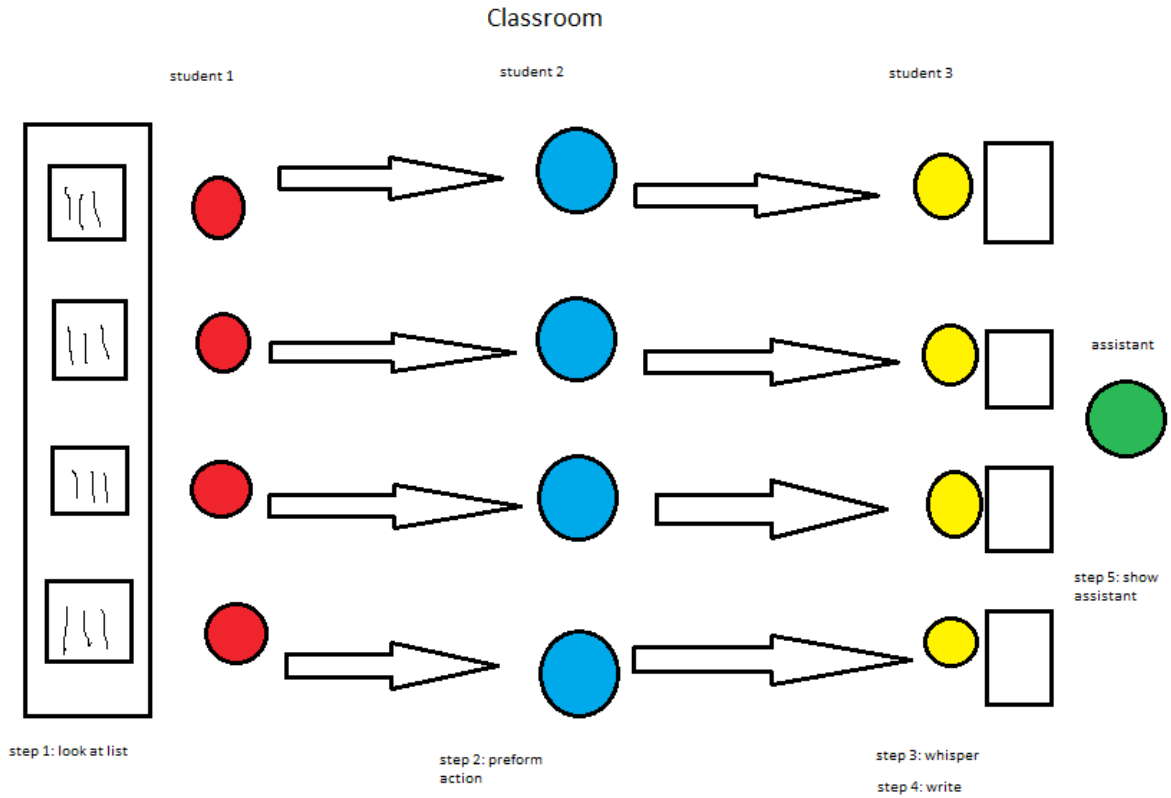
- Action cards
- Blank piece of paper for each team

#### Procedure

- Split students into teams of three. Have each team choose a doer, a speaker and a writer.
- Student one is the doer. This student starts at one end of the classroom and looks at the first action card in the pile. Student one must remember this action and run across to student two, who is the speaker, and perform the action without using any words.
- Student two then tries to interpret what student one is doing and student two runs over to student three (who is facing away from student one and two) and then whispers what student one was doing.
- Student three then writes down what student two has said and runs over to the assistant to show what they have written, if the answer is correct, the team can move on to the second card in the stack. Make sure the students are talking and writing in English.
- The game is over when the first team has finished their stack of action cards.

#### Other option

- 1/3 of the way through, switch the positions of the students so they get to do all of the Jobs.



Bend knees	Raise eyebrows	Tap feet	Stick out tongue
Turn head	Blink eyes	Touch palms	Flex arms
Bend knees	Raise eyebrows	Tap feet	Stick out tongue
Turn head	Blink eyes	Touch palms	Flex arms

## 27. Animal classification

**2<sup>nd</sup> cycle | advanced writing**

60

### Materials

- Science book for the class or book on classification of animals
- Optional: Computers

### Procedure

- Divide the class into 5 groups and assign each group one of these topics: amphibians, reptiles, mammals, birds, insects.
- Each group studies and learns about what makes each group unique and how to tell which group an animal belongs to.
- After doing the research and learning, each group will present and teach the class what they have learned and how to classify that type of animal.

Write these questions on the board for each group to answer but also tell them to create more questions and answer them within their groups.

1. What is their skin like?
2. How are their babies born?
3. What are their bodies like?
4. What makes your animal group different from the other animals?

### Other option

This activity can also be used for gender differences, age differences, parts of the cell, and other categories like these.



## 28. Plant structure

**2<sup>nd</sup> cycle | intermediate/advanced  
speaking & listening**

### Materials

- 1 plastic bottle
- Soil
- Seed
- Water
- Blank paper

### Procedure

- 15-30 days before this activity ask the students to bring a plastic bottle from home.
- The next day in class, cut the bottle in half and fill the bottom with soil. Plant the seed of a fast growing plant in the soil.
- Remind the class to water their plants when necessary.
- When the plant is done growing have each student carefully take it from the soil and dust off the extra dirt from the roots.
- Tape the plant to a blank piece of paper.
- Each student will label the different parts of the plant that they have learned in class already and write about the function of that part.
- The students then show and teach someone else about the plant parts and functions.

## 29. Machines and inventions

**2nd cycle | advanced  
speaking & listening**

62

### Material

- Tape
- Invention cards
- Scissors

### Procedure

- Cut out the machine cards and tape one to the back or forehead of each student. Do not let them see what machine they have been given.
- Allow the students to walk around the room, the goal of the game is to guess what machine they are by asking other students questions. The other students cannot answer back with the name of the machine, only clues so that the student with the machine can guess what it is.
- The student approaches another student and asks a question like: what color am I? Or where am I used? The other student answers back and then the student asking the question makes a guess and if he or she gets it wrong, he moves on to another student in the room.

### Other option

This activity can be adapted for other lexicon groups.

### Make it more difficult

This game can be harder or easier depending on the level of the class to make it easier make premade questions for them to ask and give them a worksheet, to make it harder, have the class come up with their own questions.

Keyboard	Computer	Stop Light	Light Bulb
Wheel	Mouse	Doorbell	Telephone
Blender	Television	Ramp	Hammer
Car	Clock	Pencil	Sewing Machine

## 30. Eat healthy

### 2<sup>nd</sup> cycle | advanced speaking & writing

64

#### Materials

- Blank piece of paper
- Colored pencils

#### Procedure

- Divide the students into pairs or groups of three.
  - They are restaurant owners and their job is to create the daily menu. Their menu must contain two different options of a first course, second course, dessert and drink.
  - The rules are that the students must balance the meals and make them healthy and nutritional using foods from all of the food groups.
  - After they have created their menus, they now wait on another group of three students by doing a role play.
- \*\***To make this activity easier, provide them with a list of foods to choose from and a food group chart.

# 31. Respiratory and digestive system

**2<sup>nd</sup> cycle | advanced  
listening & writing**

65

## Materials

- Labeling sheet
- Projector or television to show a video in front of the class
- Post-it notes (optional)

## Procedure

- Show a video of the respiratory or digestive system and hand out a worksheet that contains the system that they are reviewing.
- Have the students label the chart as the video plays. Under each label, have the students write the function of each part.
- After the video, separate the students into groups where they will compare labels and functions of the system.

## Respiratory System

<https://www.youtube.com/watch?v=n3BMe7MvLZM>  
<https://www.youtube.com/watch?v=TK-b-Ri7IsY>  
[https://www.youtube.com/watch?v=hc1YtXc\\_84A](https://www.youtube.com/watch?v=hc1YtXc_84A)

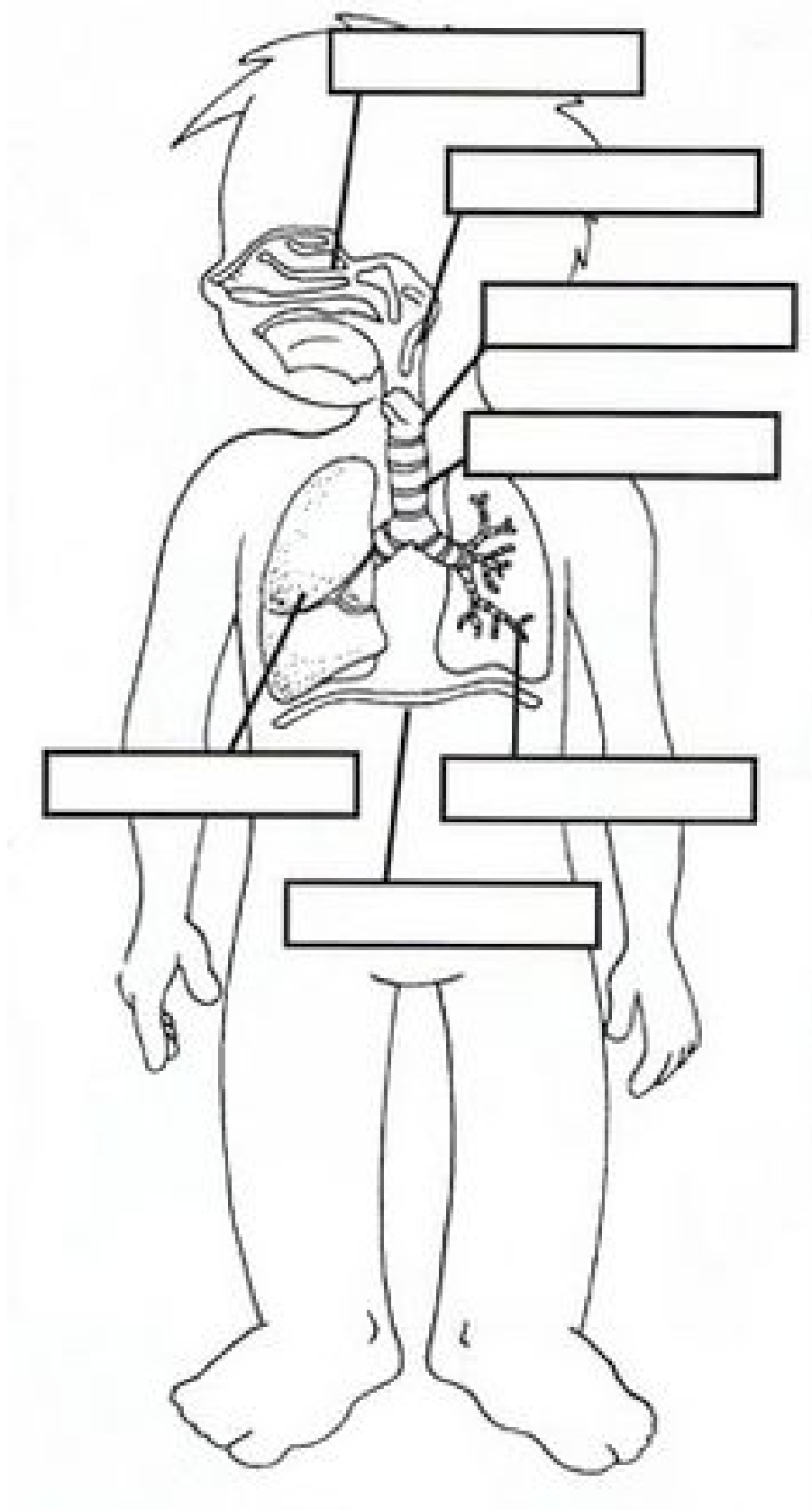
## Digestive System

<https://www.youtube.com/watch?v=JnzwbipJuAA>  
<https://www.youtube.com/watch?v=bFcZvJp0bpU>  
<https://www.youtube.com/watch?v=0eAl7kmiryQ>

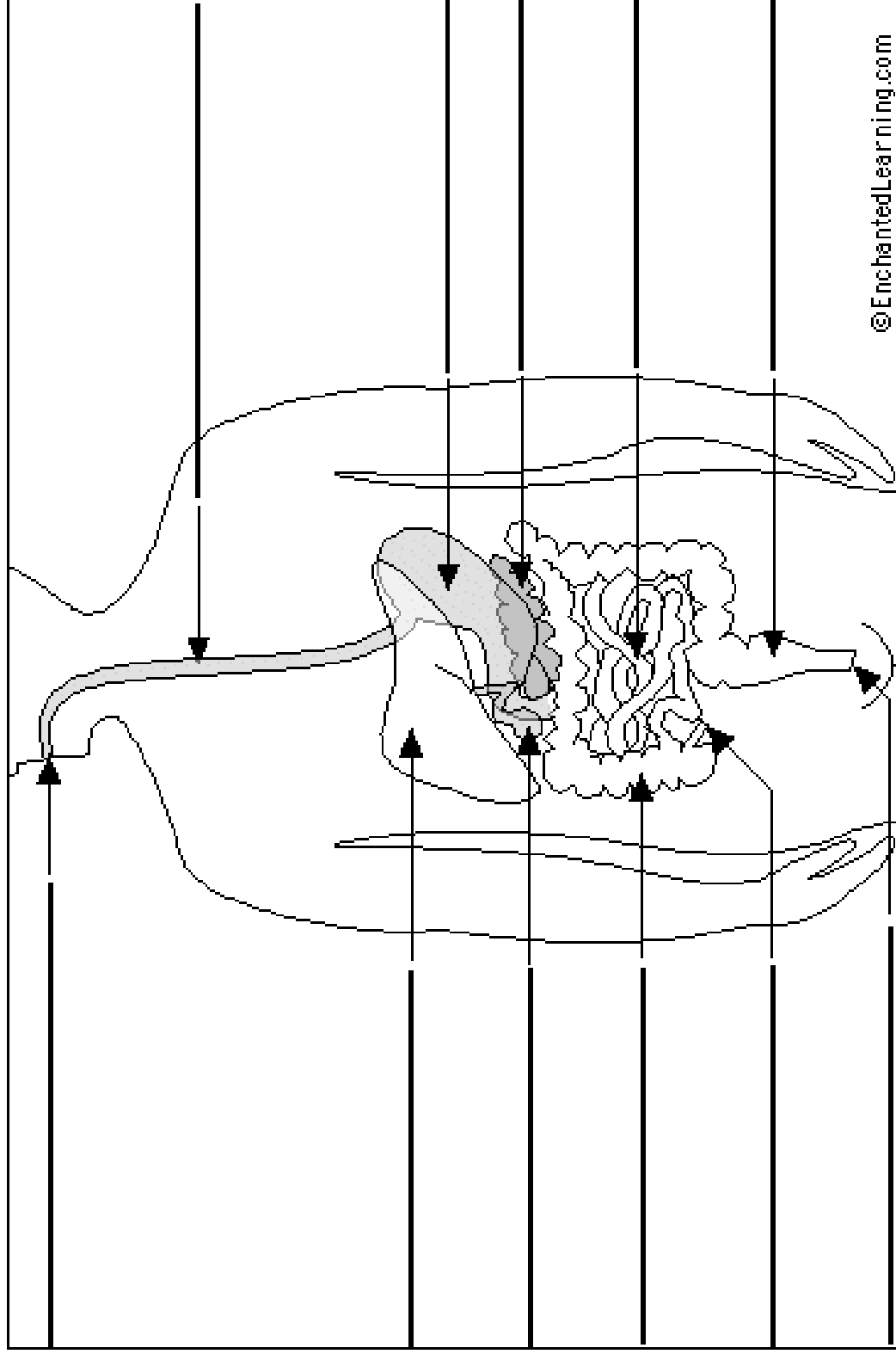
## Other option

When going over the respiratory system, in the groups the students take the post-it notes and label the respiratory system of one of the other students in the group by writing on the post-it notes and placing them in the correct spot on one of the students.

## Respiratory System



## Digestive System





## 32. Review all

### 2<sup>nd</sup> cycle | advanced speaking

#### Materials

- Printed board game
- Glue
- Something to be used as player pieces
- Dice

#### Procedure

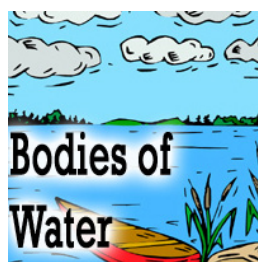
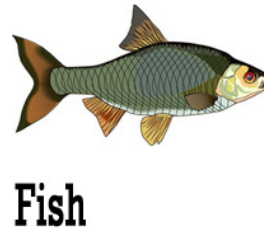
- Separate the students into groups of four or five and give each group a game board, something to be used as player pieces and one dice.
- The students take turns rolling the dice. When they land on a square they either name three things that fall into that category, or follow the instructions on the space.
- Each student only has 30 seconds to answer the question and if they don't get it, they must return to the previous square where they started their turn.

Each page of the board has a number on it and should be constructed as follows:

1	2
3	4

\*\*More great board games (easier, harder and for different cycles) can be found at [http://bogglesworldesl.com/esl\\_games.htm](http://bogglesworldesl.com/esl_games.htm)

1



2

Family  
Members



Roll  
Again



Feelings  
and Emotions



Tools



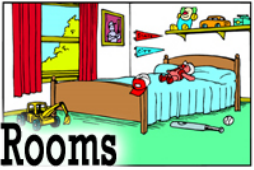
Free  
Candy



Jewelry



Rooms  
in a House



Short Cut



Go  
Back 3



Chores



Musical  
Instruments



Facial  
Features



Parts  
of the Body



Trade  
Places



Continents



Toys



Insects



Ghosts  
and Monsters



3



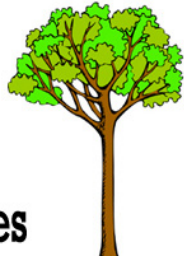
Mammals



Countries



Beverages



Trees



Short Cut



Clothes



Jobs



Reptiles



Pets



Fruit



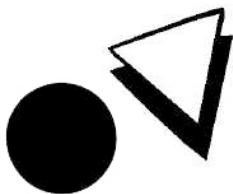
School Supplies



Times of the Day



Transportation



Shapes



Colors



Holidays

Start

Categories Board Game

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4



Months



Vegetables



Sports



Weather



Flowers



Capital  
Cities

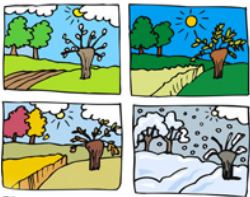


Nuts

Fall  
in a Hole  
(follow the arrow)



Free  
Candy



Seasons



Go Ahead 2



Furniture



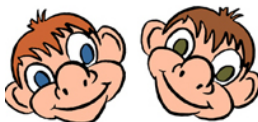
School  
Subjects



Lost  
follow the arrows



Miss  
A  
Turn



Synonyms



Places  
in a City



Lost  
follow the arrows



Go  
Back 3



Finish

### Rules:

A player rolls the dice and advances that number of spaces.

If there is a picture on the square the student says 3 examples of that category.

If the student can't name 3 examples (after a fixed amount of time) the student must go back to the square they were at at the beginning of their turn.

## 33. Taking and recording data

**2<sup>nd</sup> cycle | intermediate/advanced speaking**

74

### Materials:

- “How many students...” sheet.

### Procedure:

- Have the students walk around for 10-15 minutes and ask each other about the following things (The following list can be modified based on the level of the class).
  1. Have a pet.
  2. Have three or more children in their family.
  3. Have been on an airplane.
  4. Have a birthday this month.
  5. Can touch their tongue to their nose.
  6. Can raise one eyebrow.
  7. Can wiggle their ears.
- Then the students mark down how many students they talked to that have or can do these things.
- Then have the students label and fill in a bar graph from the data they just gathered.

### Make it more difficult

Have the class create their own data that they would like to take about each other and have them write down those questions, take data on them and graph them.

How many students...

1. Have a pet.
2. Have three or more children in their family.
3. Have been on an airplane.
4. Have a birthday this month.
5. Can touch their tongue to their nose.
6. Can raise one eyebrow.
7. Can wiggle their ears.

[illegible]

## 34. Inferring. Learning cause and effect

**2<sup>nd</sup> cycle | advanced speaking, reading & writing**

76

### Materials

- Worksheet

### Procedure

- Divide the students into pairs. Give each pair a “Cause and Effect” worksheet.
- Have the students read the sentences in their pairs and then create and write down what the cause was for the effect.
- After each pair is done, or almost done, ask the class to share some of the ones that they created.

### Make it more difficult

Have the students do this activity individually and then share at the end.



## Cause and Effect

Effect: Patty started crying uncontrollably.

CAUSE:

Effect: All of the lights in the house went out.

CAUSE:

Effect: The tree in my back yard suddenly fell.

CAUSE:

Effect: There was no pie left in the refrigerator.

CAUSE:

Effect: John received the first prize ribbon.

CAUSE:

## 35. Consumers, producers, decomposers

**3<sup>rd</sup> cycle | easy  
reading, writing**

78

### Materials

- Print outs

### Procedure

- Give each student 2 hand outs and a sheet with all of the producers, consumers and decomposers written on them.
- Students look at the word bank of animals and write them in the correct categories.

### Make it more difficult

Don't provide the names of the producers, consumers and decomposers, put the students into pairs and have them think of their own examples and have them write the names in the correct section.

## Types of Consumers

Herbivores

Carnivores

Omnivores

## Producer, consumer or decomposer?

Producer

Plants are producers because they make their own food.

Consumer

Animals that cannot make their own food, they must eat other plants or animals.

Decomposer

Eat and decompose decaying matter.

# Word bank

## Types of consumers

Horse	Lion	Tiger	Bear	People
Dog	Cow	Rat	Alligator	Deer
Mouse	Wolf	Panda	Owl	Shark
Pig	Goat	Goose	Cat	Raccoon

## Consumer, producer or decomposer

Fungi	Goat	Tulip	Ladybug	Shark
Dog	Grass	Mushroom	Bacteria	People
Bird	Worms	Tree	Lion	Daisy
Corn	Onion	Horse	Beetle	Weeds

## 36. Planets and other heavenly objects

**3<sup>rd</sup> cycle | easy reading**

82

### Materials

- Crossword puzzle with instructions
- Colored pencils

### Procedure

- Pass out a crossword sheet with instructions to each student
- The students then find the words in the crossword puzzle by following the instructions.

### Other option

More word searches for other subjects can be made here: <http://puzzlemaker.discoveryeducation.com/Word-SearchSetupForm.asp>

# Planetary Madness

1. Circle the inner, solid planets in red.
2. Circle the outer, gas planets in blue.
3. Circle the sun in yellow.
4. Circle everything else in green.
5. Color in the circle with the farthest planet from the sun in pink.
6. Color in the circle with the closest planet to the sun in pink.
7. Color in the circle with your home planet in green.
8. Write your favorite planet at the bottom of the page using your favorite color.

S N T T L I R X W U H N T S T I Q H W A  
 P T S B N C E F R R T N Y W A Q A I E S  
 Y X A L A G T L L A R S T B M T K W R Y  
 Q D Q R B B I U Y N A G U J O D U A U V  
 G A L B X C P C S U E U M N F B M R A X  
 E I D Y E F U Y U S L E J Z E X W A N I  
 H V I C T D J O N I T T O C E V U S E U  
 C Y K O M U B L P E M D Y D W Y Q L Y Y  
 A S T R O I D K O Q N Y J K P P T E X K  
 Q S S V X Q E R C Y K F X Z X N R S V T  
 J W B O Z N E T O S R Y U T T L X A I Q  
 P E E J U B B X L J V U Z H U T T Q U X  
 W N S T E S R E V I N U C Q R R C O D V  
 C L P A R F C B V H L O A R Q V J S L Y  
 U E V Q I Y Q S W K G Y Y Z E M O O N B  
 N X F X J D L Y O A P D H E I M P B R P  
 O X Y N U M Q N B H T S Z F H Q D G S Z  
 M O D V R T J C F H K B H L E I E D K X  
 V H Y R S H C Y X W K M I X O L L X Q X  
 Z M N P C Z R M R Q Y H V U W O W J G M

Asteroid  
 Mars  
 Neptune  
 Universe

Earth  
 Mercury  
 Saturn  
 Uranus

Galaxy  
 Meteor  
 Star  
 Venus

Jupiter  
 Moon  
 Sun

My favorite planet.....

## 37. Rocks

**3<sup>rd</sup> cycle | easy  
reading**

84

### Materials

- Print outs and instructions

### Procedure

- Follow the instructions provided on the rock cycle game instruction sheet.



# The Rock Cycle Game

## For the teacher

Copy all pages once except the “Rock Cycle” sheet. This should be copied and given to every student. The cards can be copied on card stock and cut out along lines. They can even be laminated to increase durability.

## Learning Objective

Students will be able to explain the rock cycle. Students will be able to distinguish the components and characteristics of the rock cycle for sedimentary, igneous, and metamorphic rocks. Students will be able to explain the rock cycle in terms of a non-circular cycle without a set pattern.

## Rules of Play

### Object of the game

To collect the most cards at the end of the game by building various rock cycles.

### How to build a rock cycle

A rock cycle can start with any card. Refer to your “Rock Cycle” sheet to see what can come next. You win the cards in the rock cycle when you have all three rock types in the line (Igneous, Sedimentary, and Metamorphic). To build a line you must turn a card over and place it face up. The next player draws a card and looks at their “rock cycle” sheet to see if it can come next. If it can, the card is placed in line after the first card. If it doesn’t, it starts a new line. There are many combinations in the rock cycle.

**For example:** “Sedimentary Rocks” could be drawn first. If the second card drawn is “Heat and Pressure” it could be laid down next. If the second card cannot come after “Sedimentary Rocks” then it starts another line and is laid face up in the playing area.

### Set up

Shuffle all cards and place face down on the table. Fan the cards out. Draw any card from the fanned cards and place face up. This is the starting card.

### Start the Rock Cycle

Any player can start first. He/she picks one card from the fanned cards and places it face up. Do any of the cards drawn after this card come after it in the rock cycle? If so, place it next to the starting card so they are touching. If you draw a card that does not come after any card on the table, lay it face up to start a new cycle. Play continues clockwise, with each player drawing one card from the fanned cards and placing it on a rock cycle under construction line or starting a new line if it doesn’t come after any existing lines on the table.

**For example:** The starter card is “Sedimentary Rocks”. The first player picks “Weathering and Erosion” so they place it next to the “Sedimentary Rocks” Card. The next player draws an “Igneous Rocks” card. Because this cannot come next, it is placed face up in a new location to start a new cycle.

### Winning a Rock Cycle

If you are the player that adds the third rock type to any existing rock cycle lines, you win that rock cycle. All cycles must have all three rock types in the line somewhere to be won. When you win a cycle, you take all the cards in the cycle and place them in front of you.

**Tip:** You can build onto a rock cycle from either end.

**Combining two rock cycles into one:** If you draw a card that can join two shorter rock cycles together, you can use that card to combine them into a gigantic rock cycle. You can only do this with a newly drawn card. If the new longer rock cycle has all three rock types, you have won that rock cycle.

**Ending the Game**

Continue playing until all the cards that were fanned out are drawn. Leave any unfinished rock cycles on the table and count the cards that you have won. The player with the most cards wins!

## Sedimentary Rock



## Sedimentary Rock



## Sedimentary Rock



## Sedimentary Rock



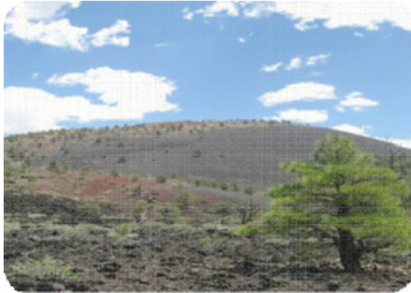
## Sedimentary Rock



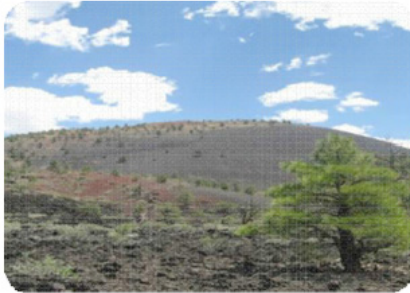
## Sedimentary Rock



## Igneous Rock



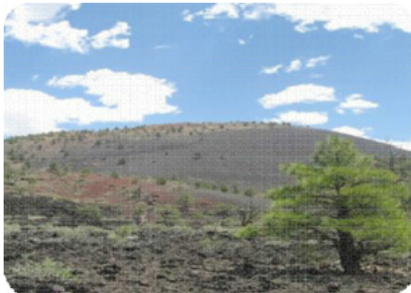
## Igneous Rock



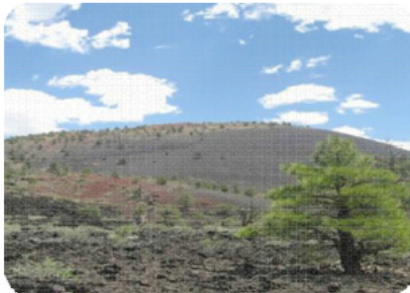
## Igneous Rock



## Igneous Rock



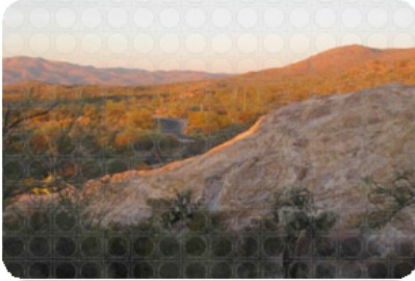
## Igneous Rock



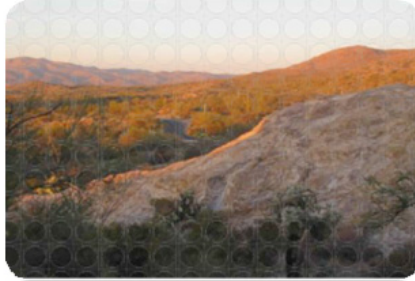
## Igneous Rock



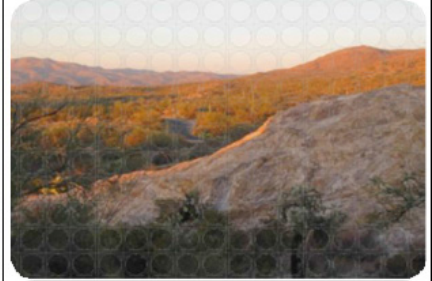
**Metamorphic Rock**



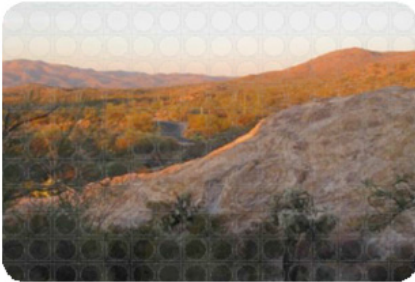
**Metamorphic Rock**



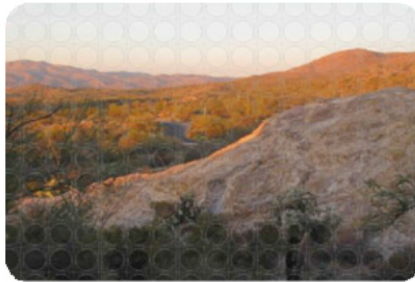
**Metamorphic Rock**



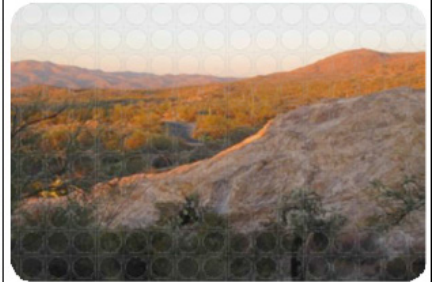
**Metamorphic Rock**



**Metamorphic Rock**



**Metamorphic Rock**







**Weathering &  
Erosion**



**Weathering &  
Erosion**



**Weathering &  
Erosion**



**Weathering &  
Erosion**



**Weathering &  
Erosion**



**Weathering &  
Erosion**



**Melting & Magma**



**Melting & Magma**



**Melting & Magma**



**Melting & Magma**



**Melting & Magma**



**Melting & Magma**



Heat & Pressure



Heat & Pressure



Heat & Pressure



Heat & Pressure



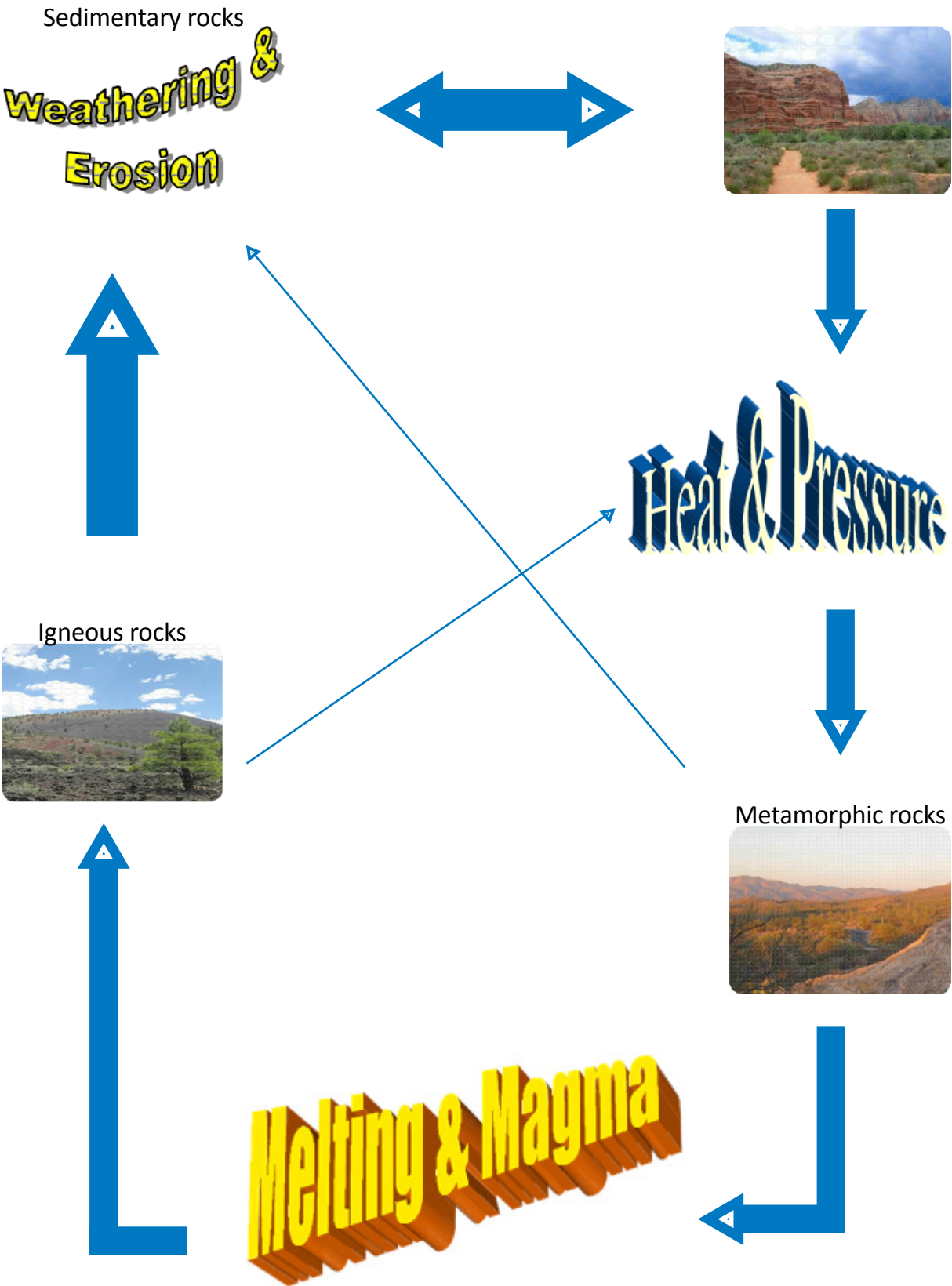
Heat & Pressure



Heat & Pressure



# The Rocky Cycle



## 38. Scientific method

**3<sup>rd</sup> cycle | intermediate  
speaking & writing**

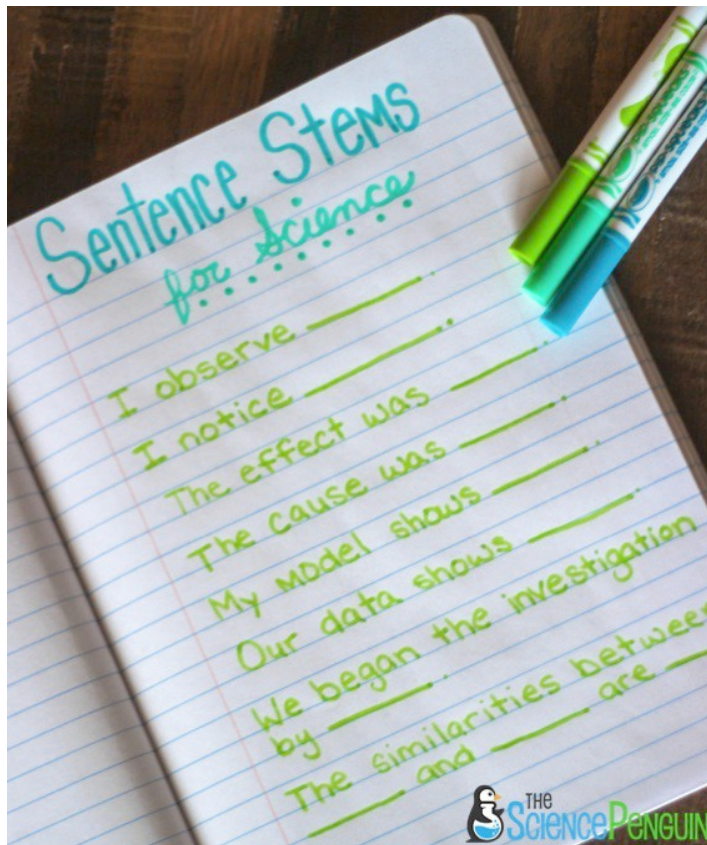
94

### Materials

- Teacher demonstration
- Science stems
- Each student with own paper

### Procedure

- Just before the professor uses a science demonstration split the students into groups of three or four.
- Project or write on the board the stems of sentences for science observations and hypothesis.
- Have each student copy the stems down on his or her personal paper and then fill in the blank as the demonstration is performed.
- After the demonstration, have the groups talk to each other about their answers.



I observe \_\_\_\_\_.

I notice \_\_\_\_\_.

The effect was \_\_\_\_\_.

The cause was \_\_\_\_\_.

The model shows \_\_\_\_\_.

Our data shows \_\_\_\_\_.

We began the investigation by \_\_\_\_\_.

The similarities between \_\_\_\_\_ and \_\_\_\_\_ are \_\_\_\_\_.

## 39. Making observations

### **3<sup>rd</sup> cycle | intermediate speaking & listening**

96

#### **Materials**

- Blank paper
- Colored pencils
- Something to put as a divider between two students a folder, book, etc.

#### **Procedure**

- Separate the students into pairs and give each 2 blank pieces of paper and colored pencils to share.
- Go outside with the students and tell them to collect 2 different things that they find: a leaf, a rock, a flower petal, etc. without showing their partner.
- Return back inside and have each student sit in their partnerships with a divider between them so that the other cannot see their items.
- The students will take turns describing their 1st object to their partner: The color, the shape, the size, what features it has, etc. The other student uses this information to draw what their partner is describing without actually seeing the object.
- They switch roles and repeat. This is done until both objects have been described and drawn by both students.
- At the end, compare the drawings with the actual objects and see how close or far they were.

#### **Other option**

Can be done with classroom objects.

## 40. Experimenting

**3<sup>rd</sup> cycle | intermediate  
speaking & writing**

97

### Materials:

- Paper
- Colored pencils

### Procedure:

- Put the students in pairs. Ask each pair to imagine a new invention or an experiment that they've always wanted to conduct. Encourage them to be creative and think outside of the box, it can be anything they would like.
- Have them write and draw the experiment or invention. Ask them what materials they need, what it is going to look like, how they will make it work, etc.
- If there is time, have the students share their experiments in small groups or in front of the class.

### Other option

Can be done as an individual activity.

# 41. Recording and graphing data

**3<sup>rd</sup> cycle | intermediate  
speaking & writing**

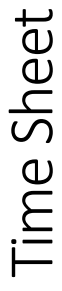
98

## Materials

- Time sheet
- Group data sheet

## Procedure

- Hand out time sheets and for one week, have the students record what they do with their time.
- After that week, separate the students into groups of four to combine and graph data. To do so, they add up all of the hours that they each did a certain activity and record them in a bar graph. Each question corresponds to a place in the graph. There are six questions but eight spots.
- Have each group pick two more things that they did during the week to put in those two empty spots and graph. Have the students talk about the types of activities that the group spent the majority of the time doing. Have them share what they like to do with their time in order to get everything done and use their time wise.

[illegible]

# Group Data

How many hours total did we...

1. Sleep?
2. Attend School?
3. Eat?
4. Play sports or be active?
5. Play video games or watch TV?
6. Do homework?
- 7.
- 8.

Number  
of hours


## Activity

- What 3 things did we spend most time doing?
- What can I do to use my time better?
- What new activities am I going to try this week?



## 42. Cell parts and functions

**3<sup>rd</sup> cycle | advanced speaking**

101

### Materials

- Small pieces of paper all cut to the same size
- Colored pencils
- Cell sheet: you can print out the sheet and pass it to the students so they can copy the cells when they draw them.

### Procedure

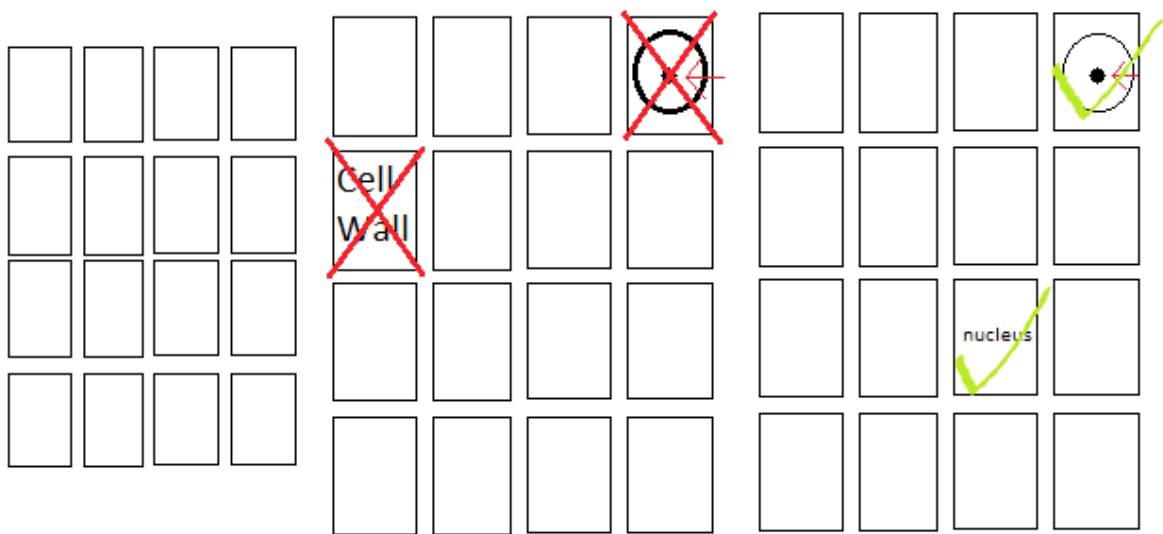
- Separate the students into groups of 4 or 5.
- Assign each student 2 different parts of a cell and hand them 4 pieces of paper cut to the same size. Make sure that each student has a different part of the cell and that all of the parts they are learning are present.
- On one of the pieces of paper, the student will write the name of the part of the cell, on the other paper; he/she will draw that part of the cell. Now the students will play memory.
- The students will then mix their cards together and put them face down in a grid. Take turns flipping 2 cards over and trying to find a match. When a student finds a match, he/she has to tell the group the name and function of that part of the cell in order to gain a point.
- The activity continues until all matches have been made and the student with the most points wins.

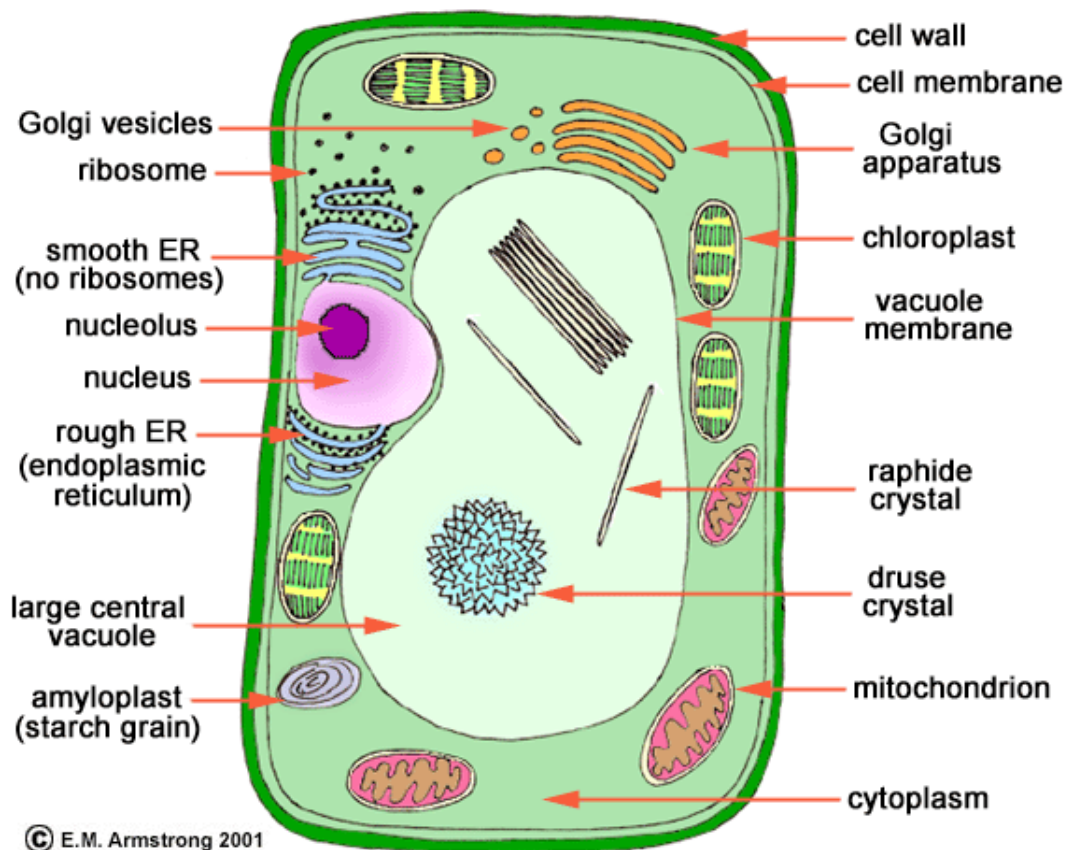
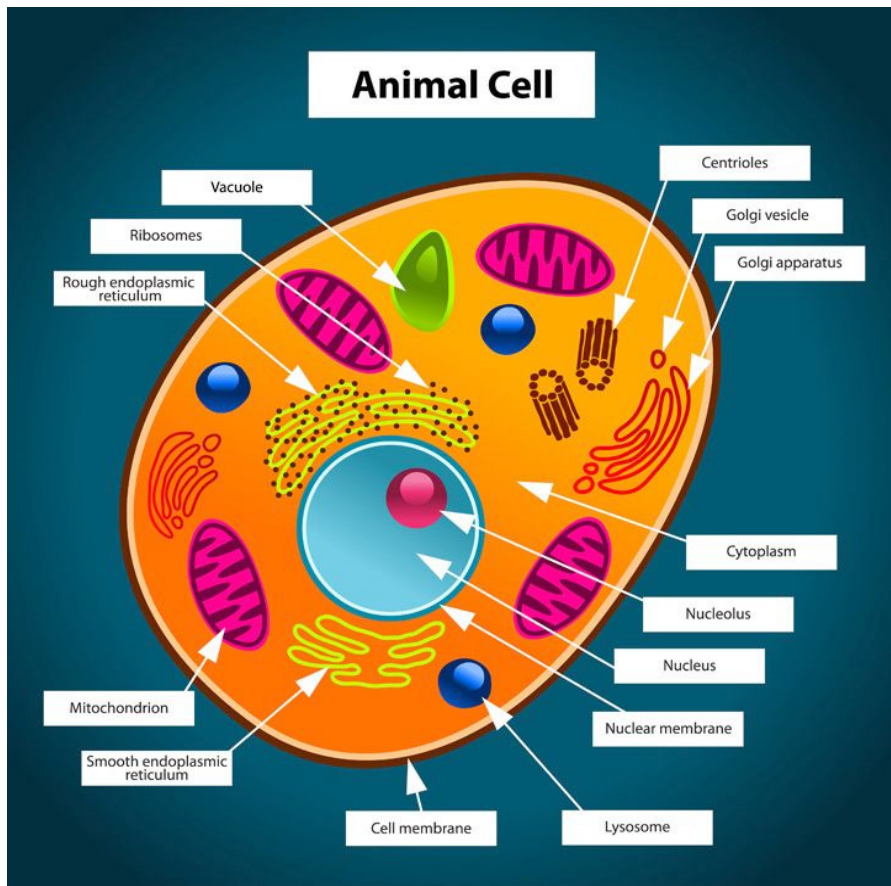
### Other option

This can be done with plant or animal cells.

**\*\***The way to make this activity easier is use less parts of the cell.

Example





## 43. Circuits

**3<sup>rd</sup> cycle | advanced speaking**

104

### Materials

- Answer sheet
- Question sheet
- Circuit sheets
- Blank paper for each team

### Procedure

This activity is taken from a popular game show called jeopardy.

- Start by writing on the board the five categories and points in a grid like this:

Missing Parts	Turn on the Light	Signs & Symbols	Draw the Circuit	Safety 1 <sup>st</sup>
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

- Split the class into 3 teams. Choose one student from each team to start. Choose one of those students to pick a category and the point amount. For example the student can say, “Safety 1st for 100”.
- The assistant then asks the question that pertains to that point amount and category. Although that student picked the category and question, the question is open to each of the 3 students whose turn it is and who ever raises their hand first to answer the question gets the first chance to answer.
- Some answers are verbal and some must be drawn, give each team paper at the beginning of the game to draw those answers. For the answers that are to be drawn, the student must draw first and then raise their hand.

- After the question is done, the next student steps up, this will ensure that each student receives a turn. The team who got the question right gets to pick the next question.
- The game goes on until all of the categories and points have been picked. The assistant will keep track of points on the board for each team.

### Rules

1. If the student gets the question right, they receive the points, if they get it wrong they lose that amount of points.
2. If the student who raises their hand first doesn't have an answer immediately, then their team loses the amount of points from the question.
3. If all three students are stuck or unsure, they may consult with their team to get an answer.

### CATEGORIES

- **Missing Parts:** Print out each circuit, in each circuit there is a missing part or action that has to be taken in order to close the circuit and make it work. Show the picture of the circuit to the students and they must draw the symbol of what is missing or the action that needs to be done to close the circuit.
- **Turn the Light On:** The students are shown a drawing of a circuit and must decide which light bulb will turn on in the given circuit. They answer by saying the letter to the corresponding bulb that is lit.
- **Signs & Symbols:** A symbol is shown that is used in a circuit diagram and the students have to say what the symbol represents.
- **Draw the Circuit:** The students are given a list of items and must draw a circuit that has all of the items and meets the requirements in the instructions.
- **Safety 1<sup>st</sup>:** This is a fill in the blank. A sentence will be read and then the students have to decide what word is missing in the rule.

105

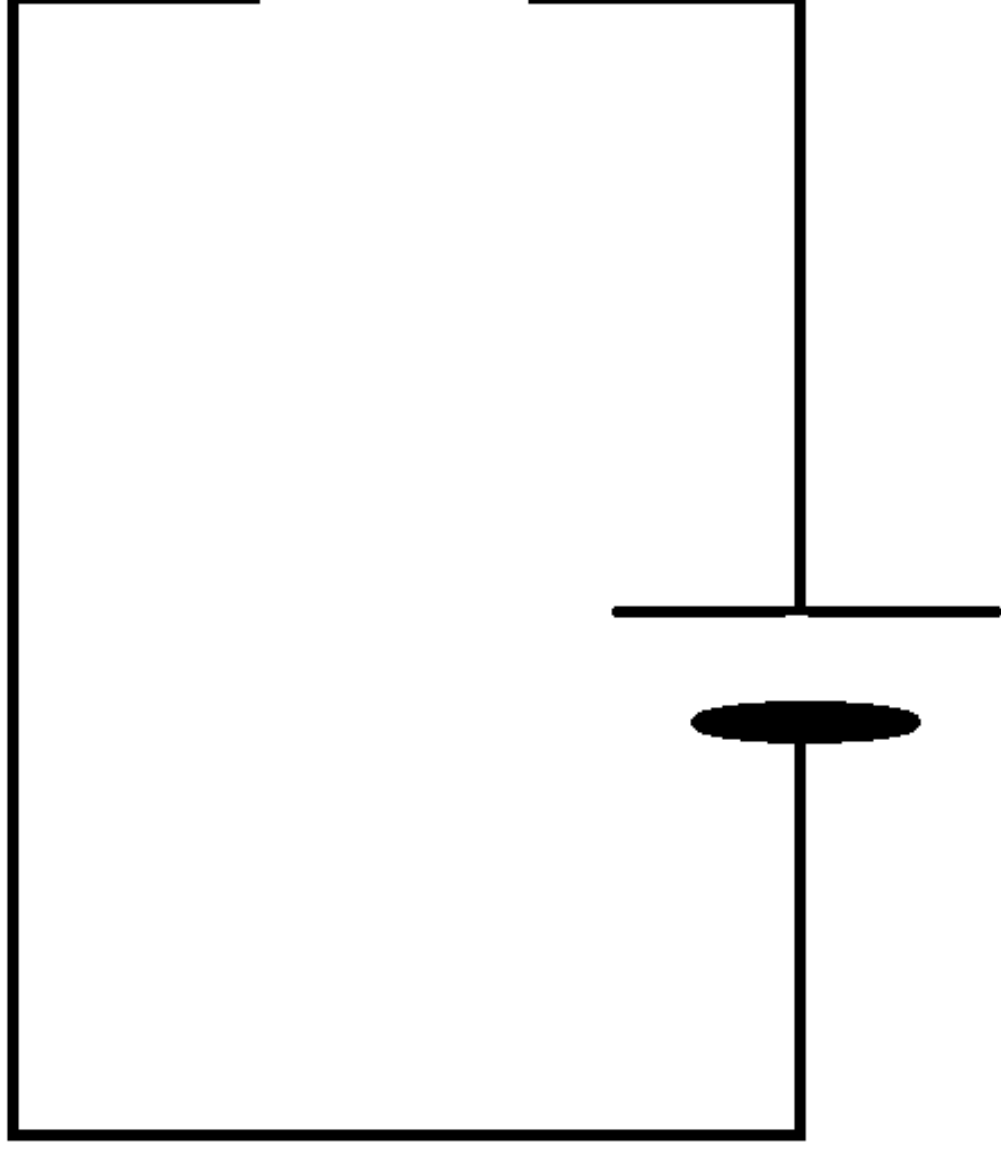
### Draw the circuit requirements

- 100: 2 cells, 1 motor.
- 200: 1 cell, 1 closed switch, 1 bulb.
- 300: 2 cells, 1 closed switch, 1 bulb, and 1 motor.
- 400: 2 cells, 2 closed switches, 1 open switch, 1 bulb, 1 motor, motor and light bulb do NOT turn on.
- 500: 1 cell, 1 open switch, 1 closed switch, 2 bulbs, 1 lights up and the other does not.

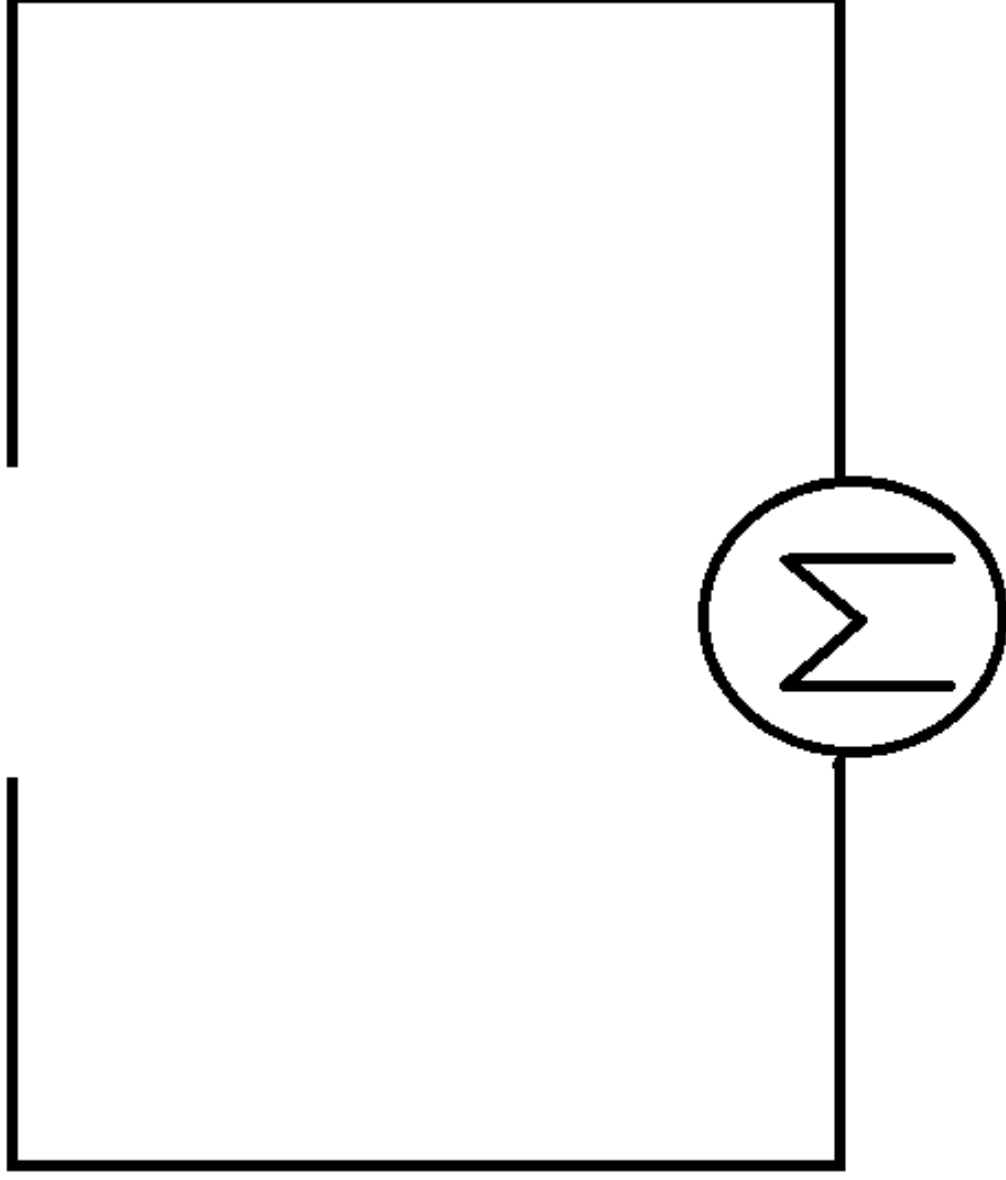
### “Safety 1<sup>st</sup>” questions and answers

- 100 Q: Never use electrical appliances near \_\_\_\_\_. A: Water
- 200 Q: Which is okay to put in an outlet? A: Finger. B: Metal. C: A pen. D: A plug. A: D
- 300 Q: Don't pull the plug by its \_\_\_\_\_. A: Cord
- 400 Q: Before unplugging, you need to \_\_\_\_\_ the appliance. A: Turn off
- 500 Q: If you add too many batteries to the circuit, a light bulb will \_\_\_\_\_. A: Blow/Break

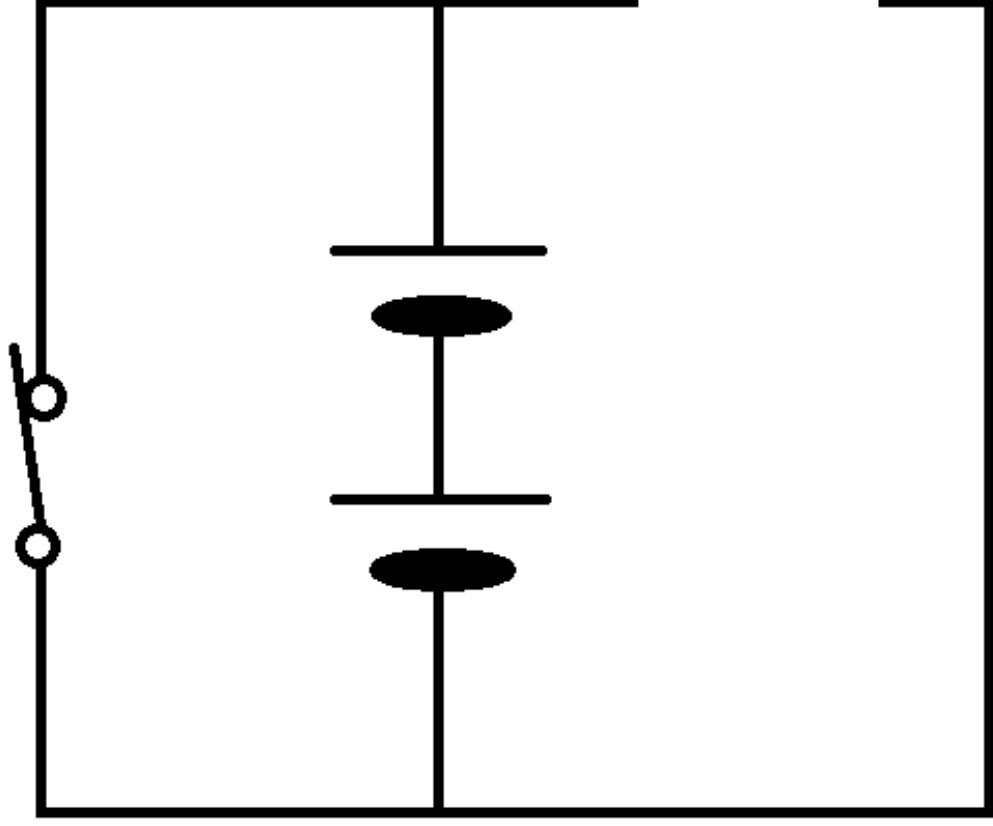
Missing parts 100



Missing parts 200

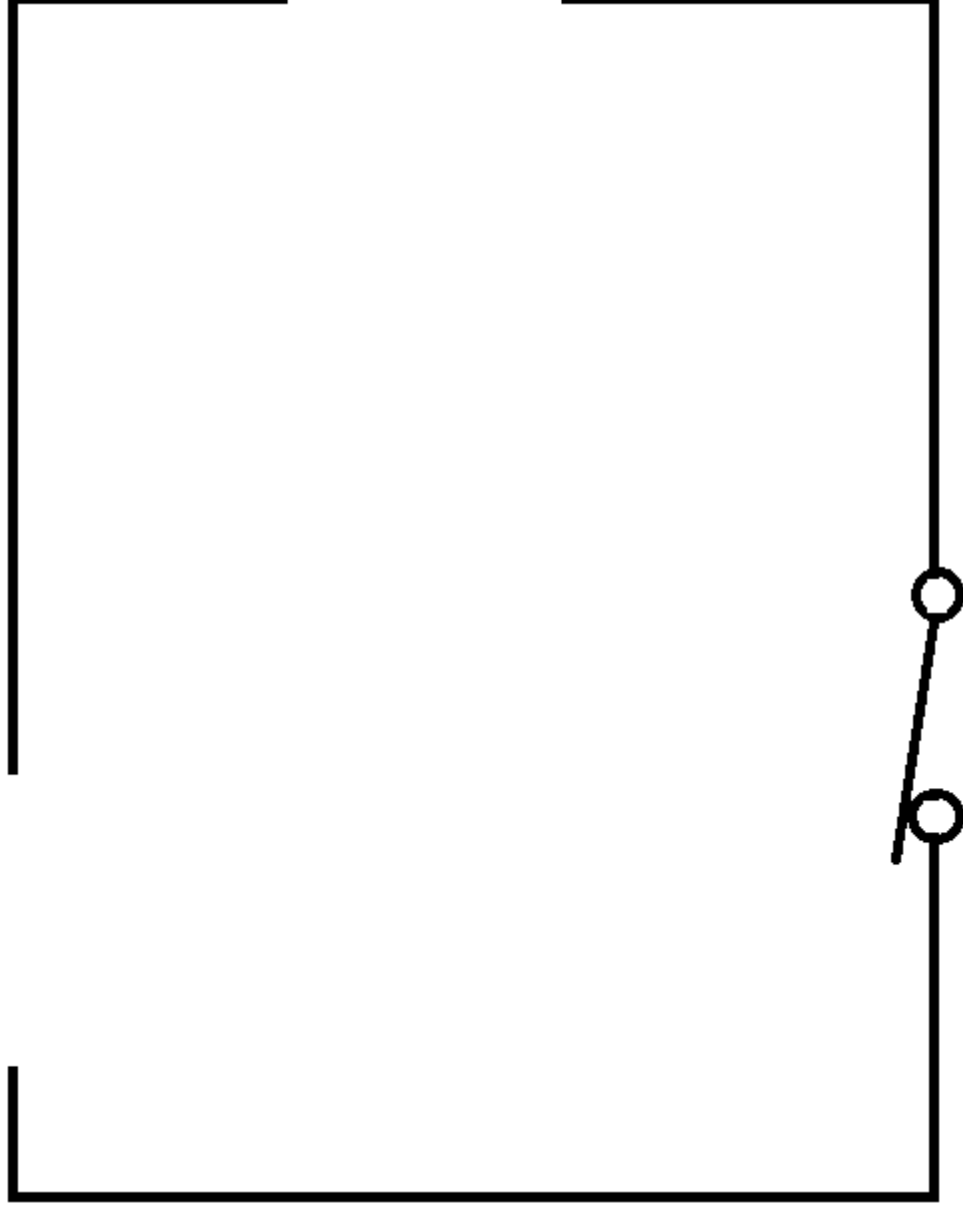


Missing parts 300

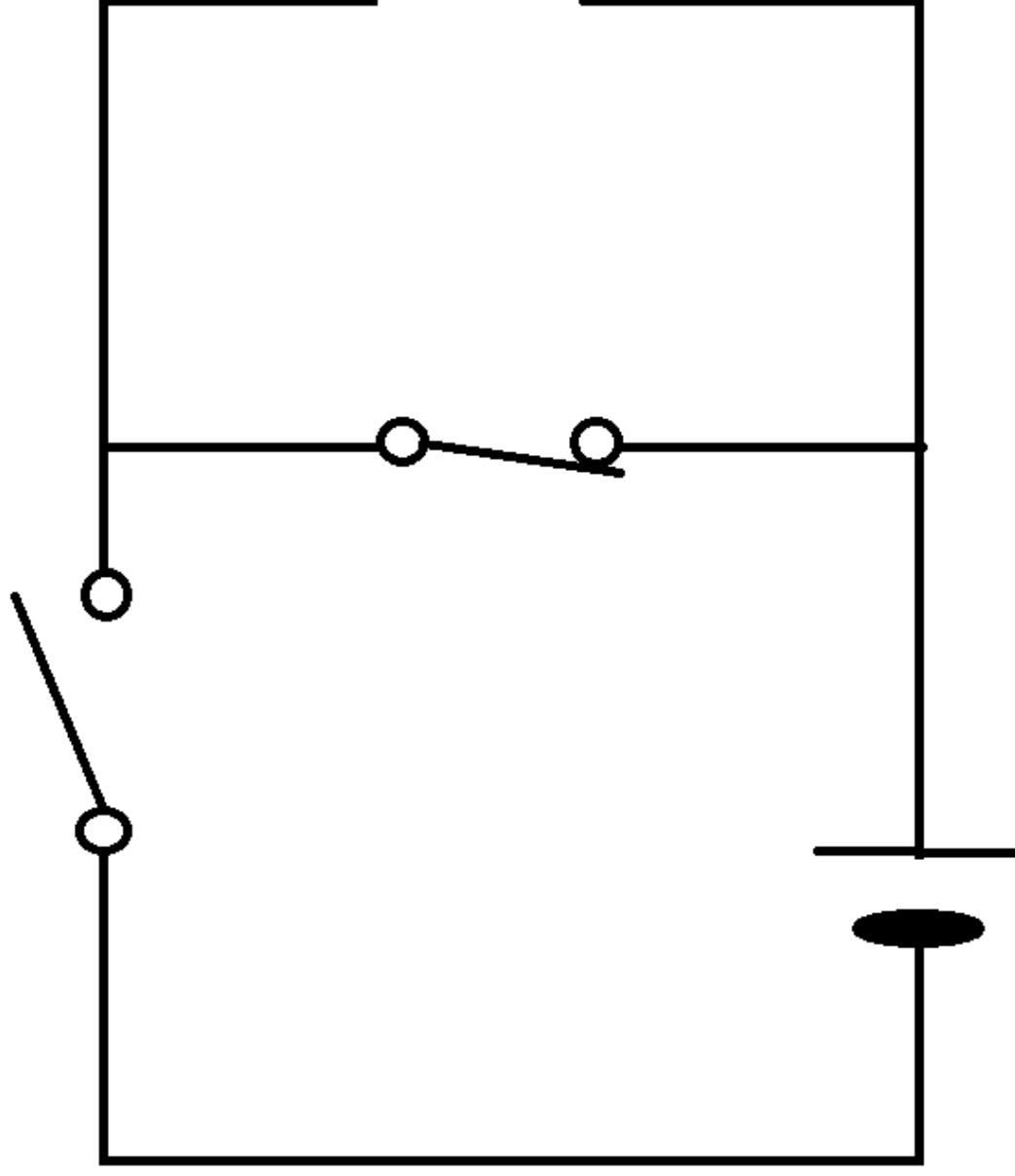




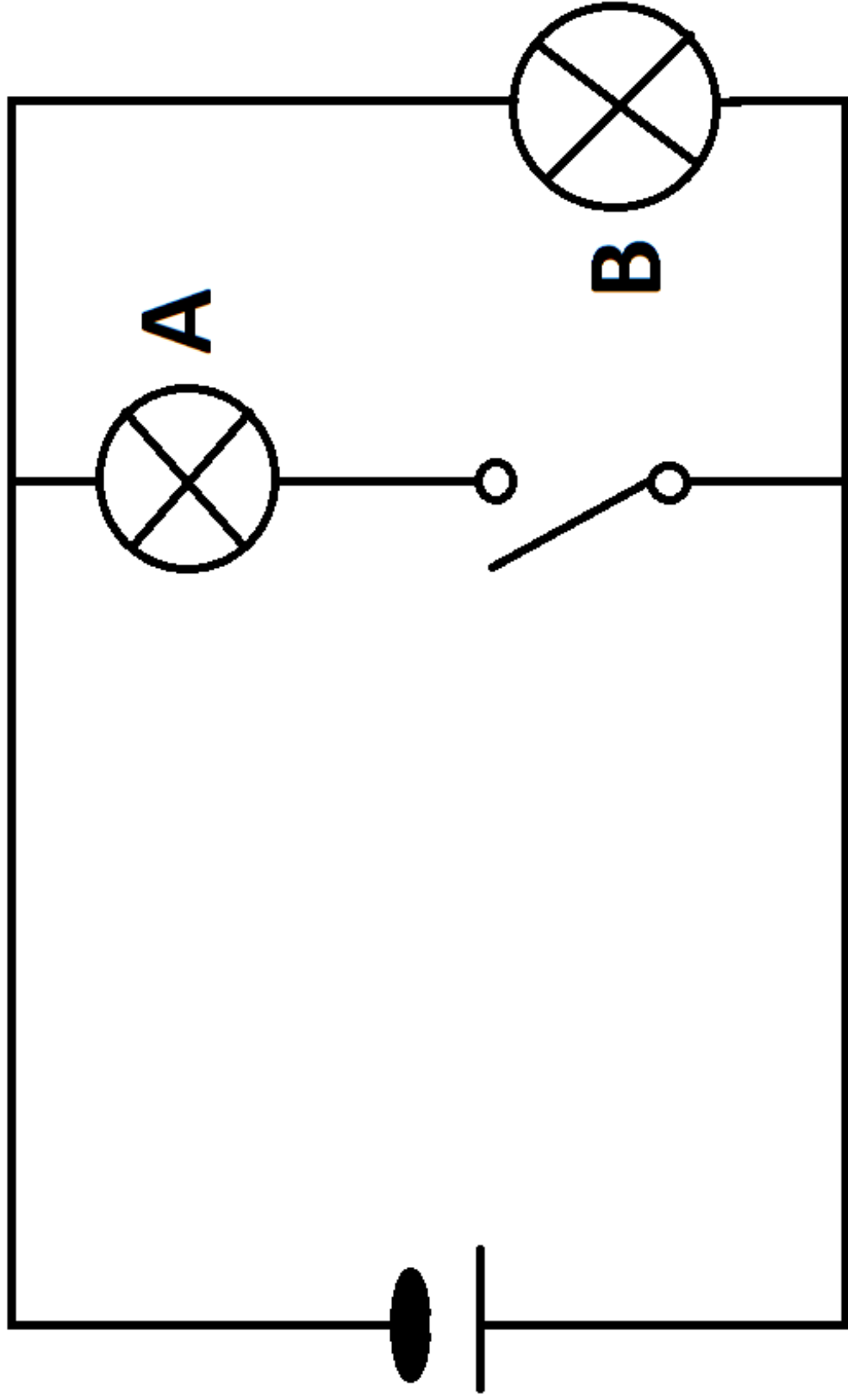
Missing parts 400



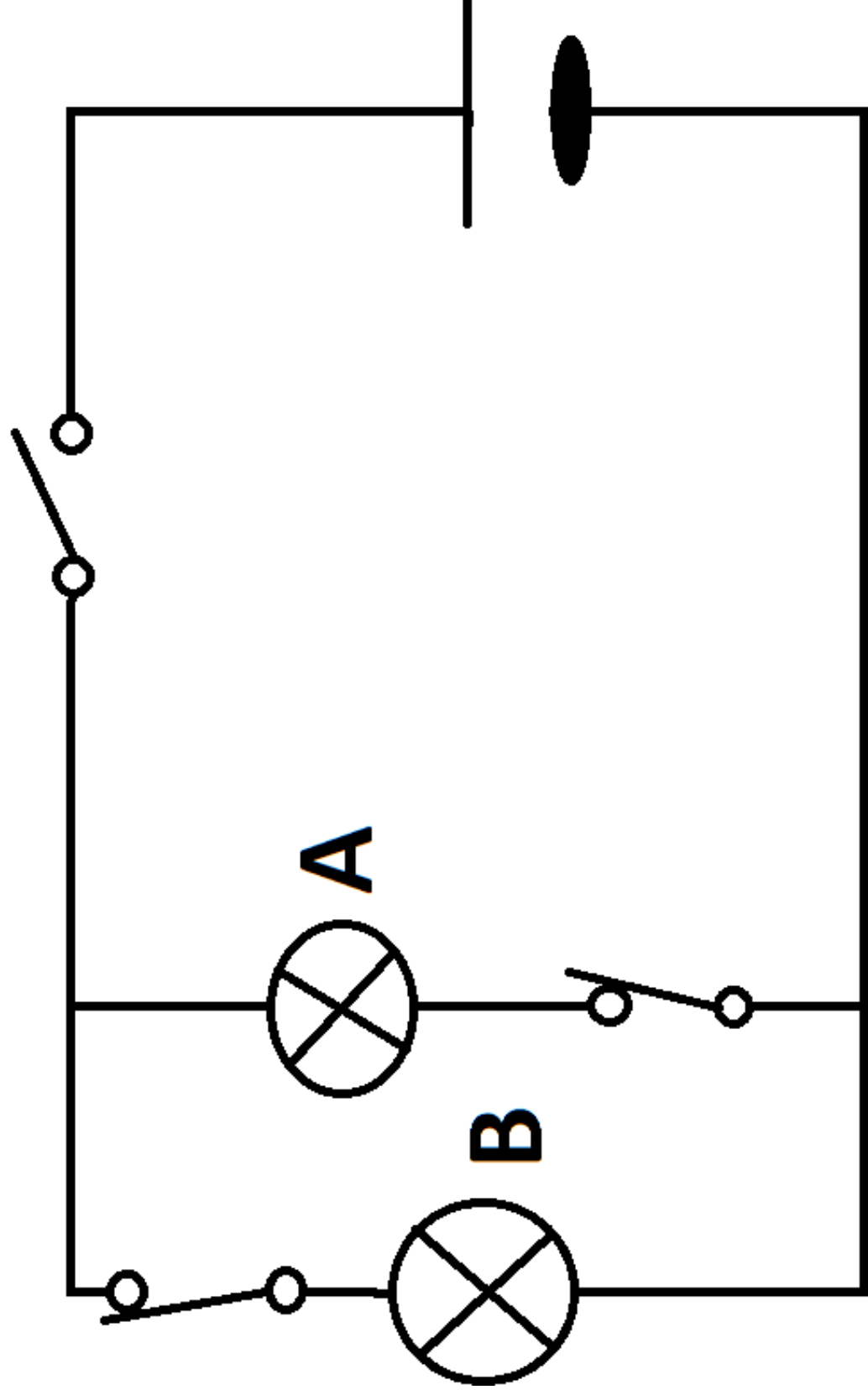
Missing parts 500



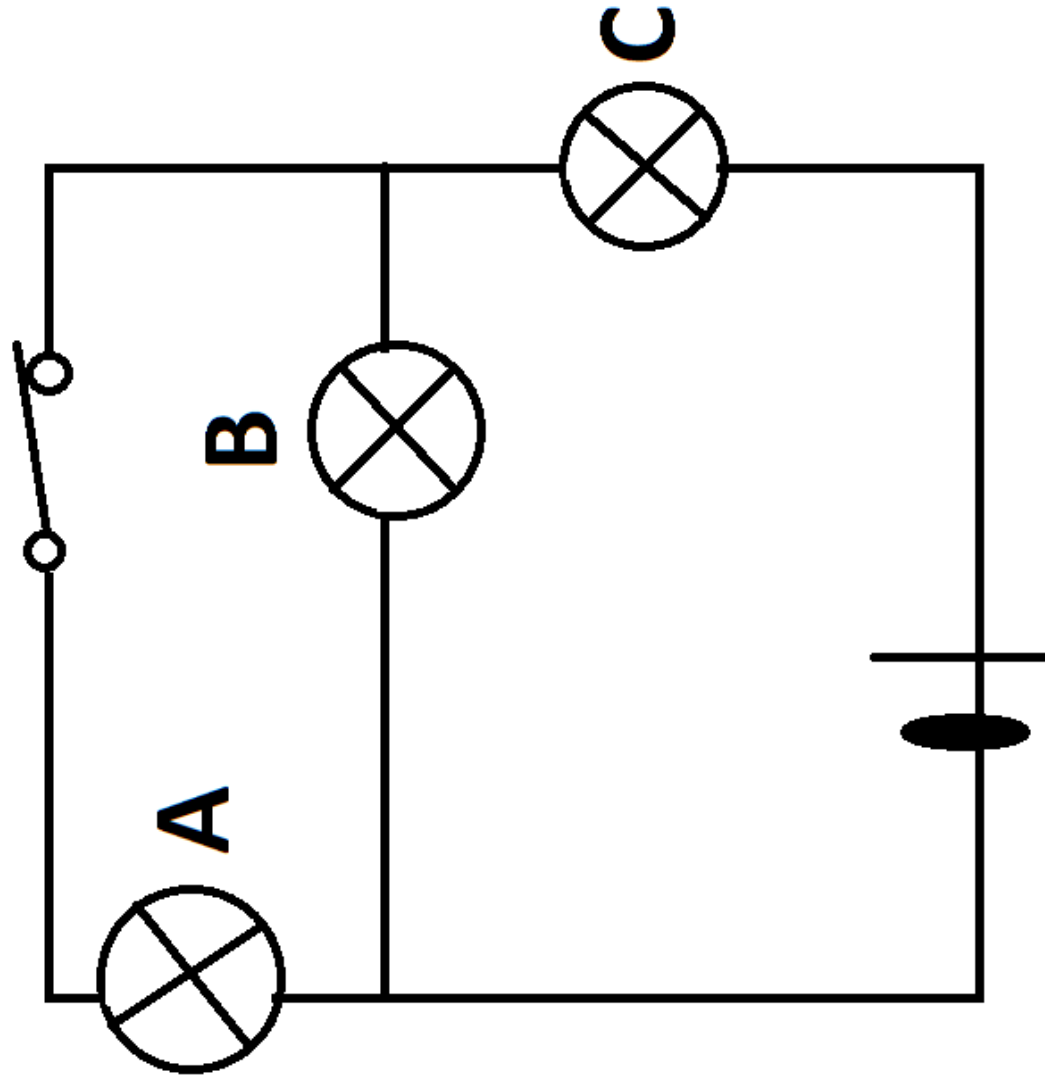
Turn on the light 100



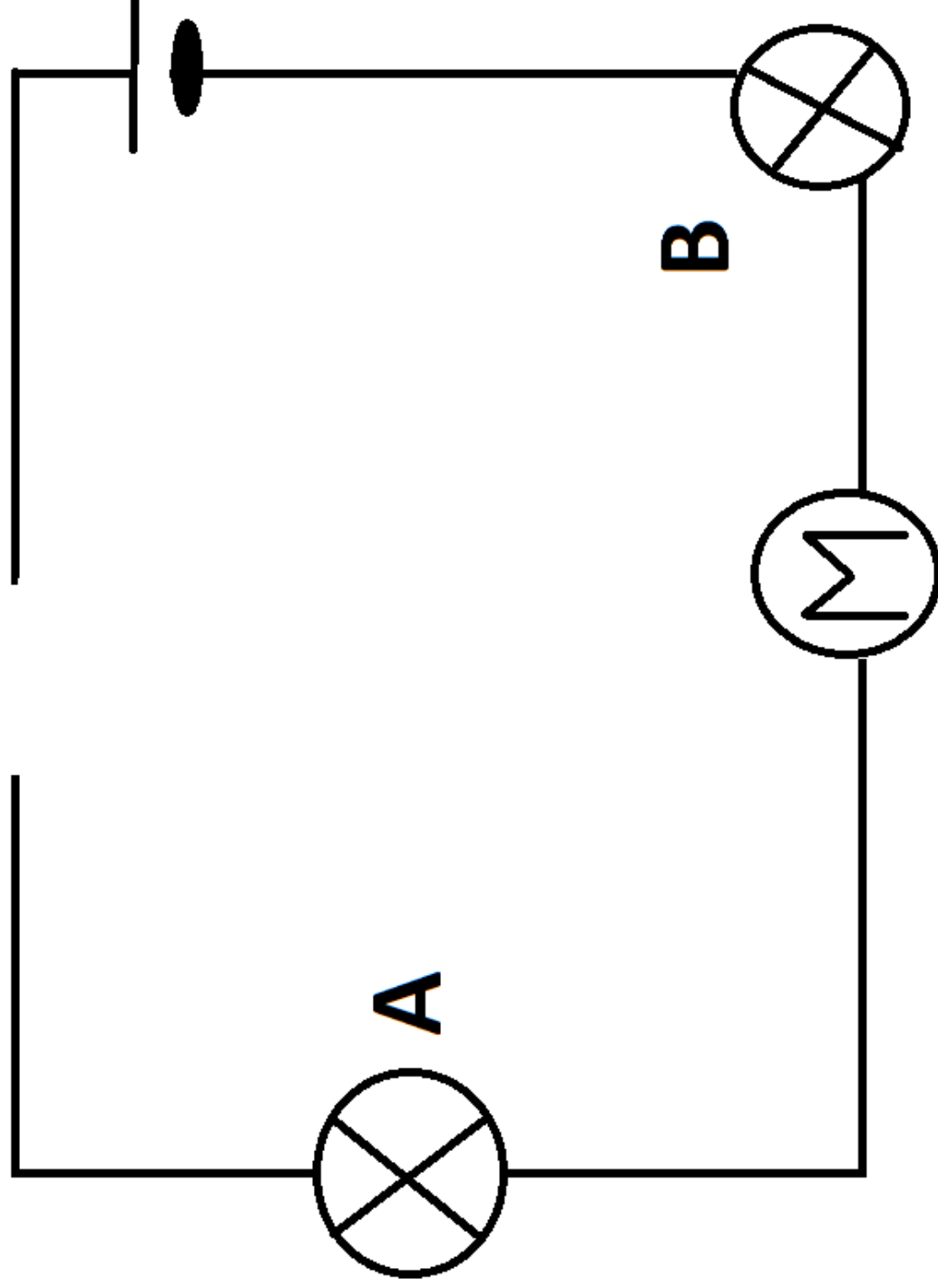
Turn on the light 200



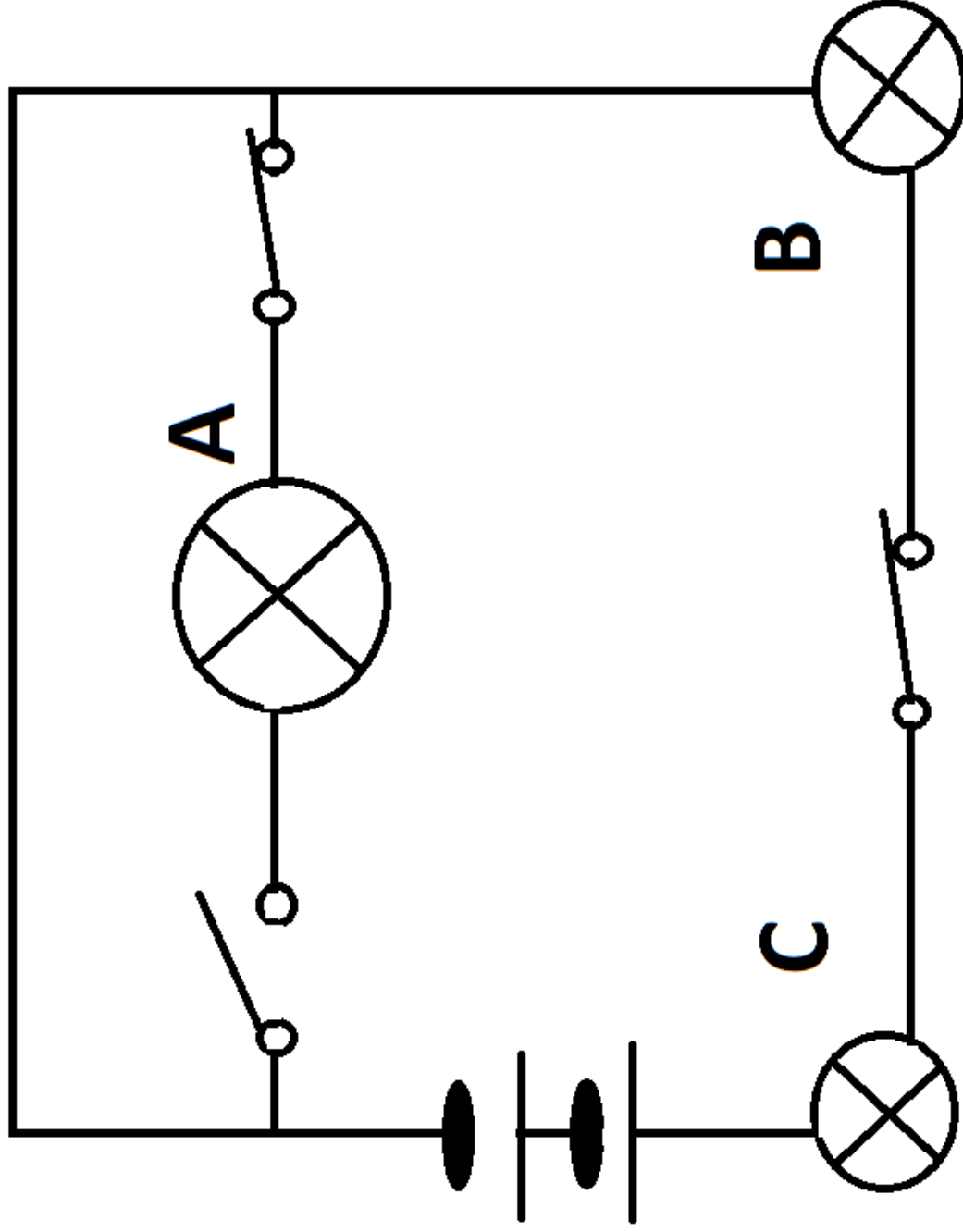
Turn on the light 300



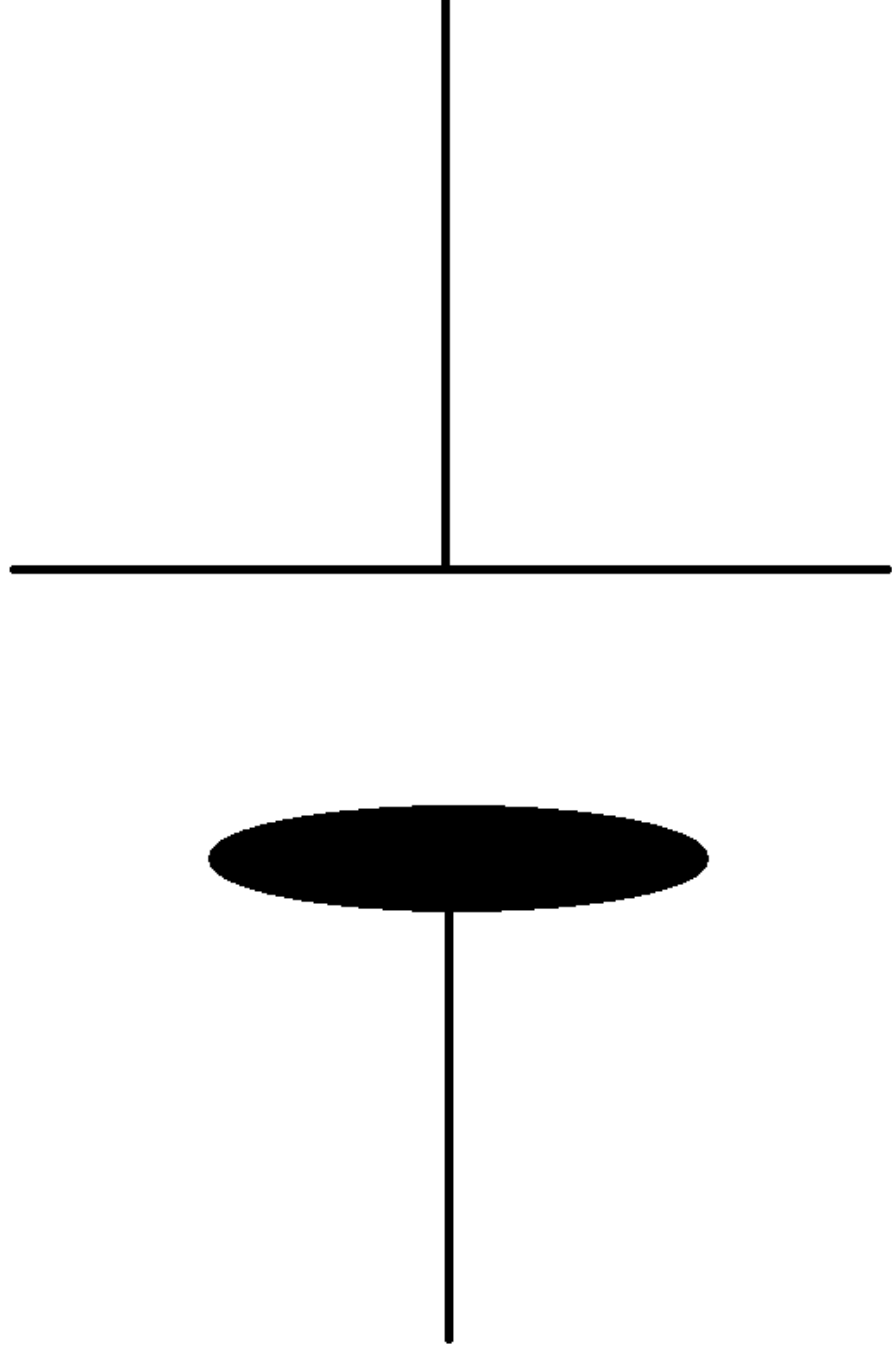
Turn on the light 400



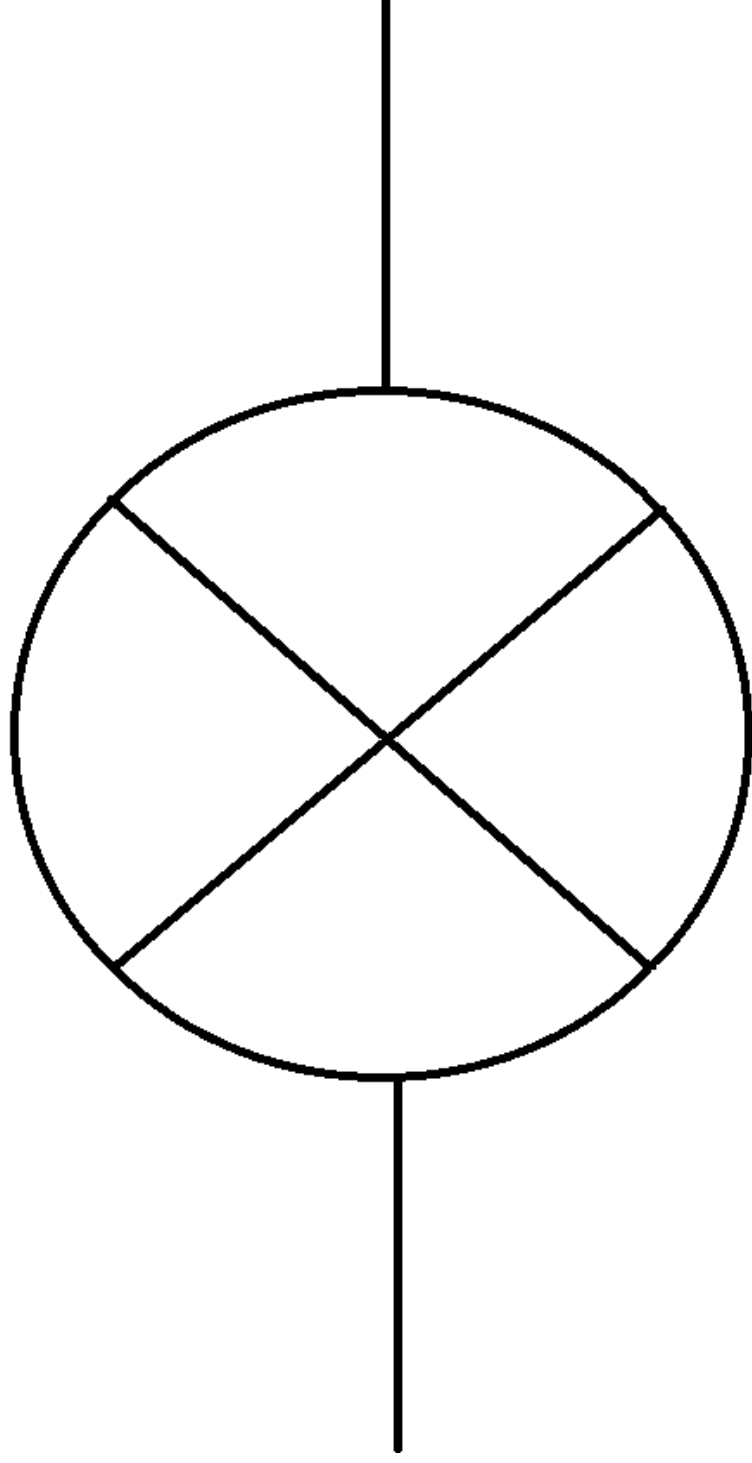
Turn on the light 500



## Signs & Symbols 100

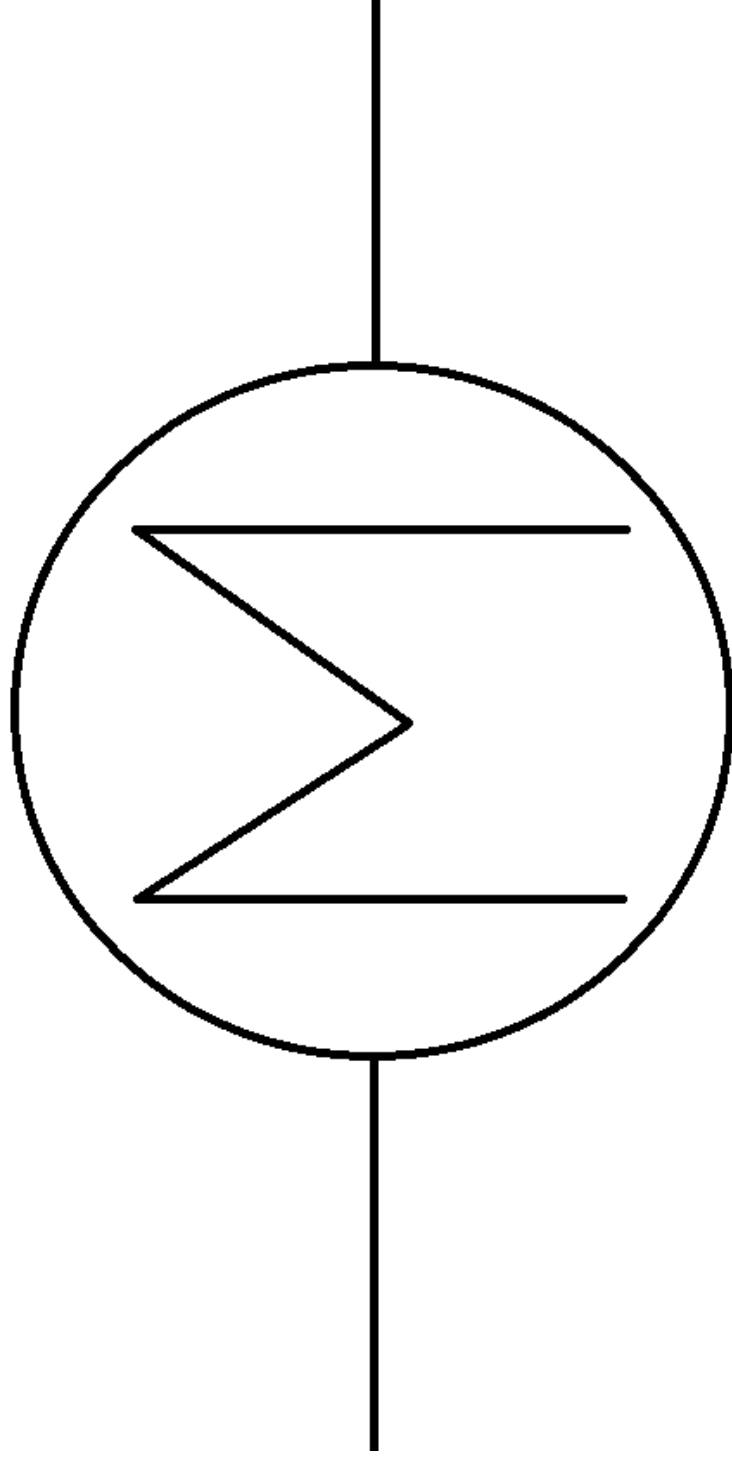




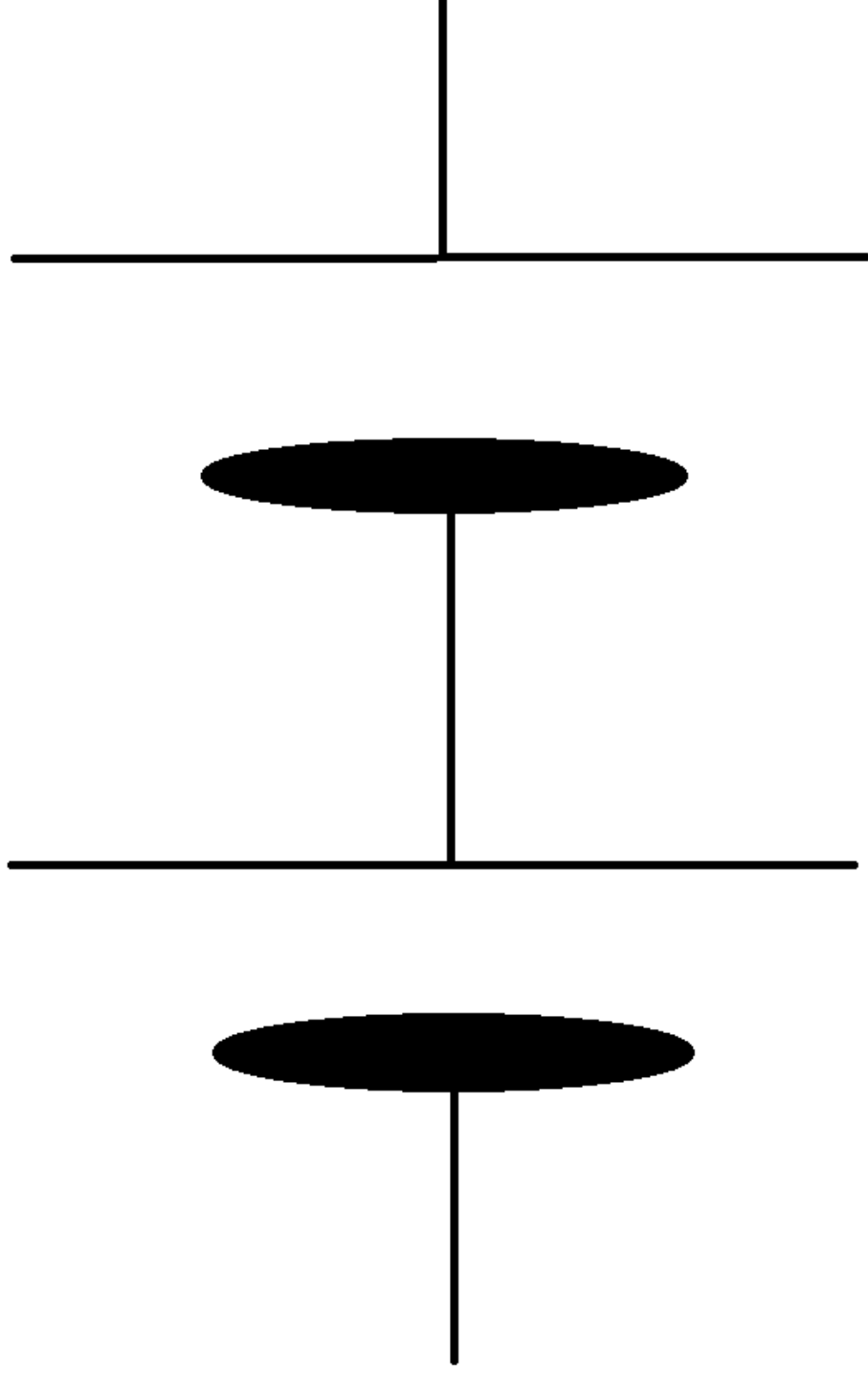


## Signs & Symbols 300

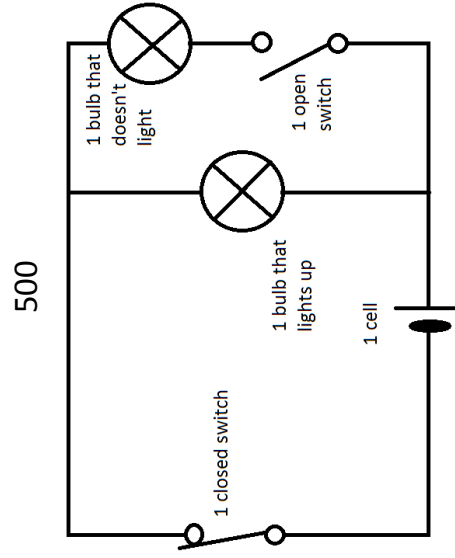
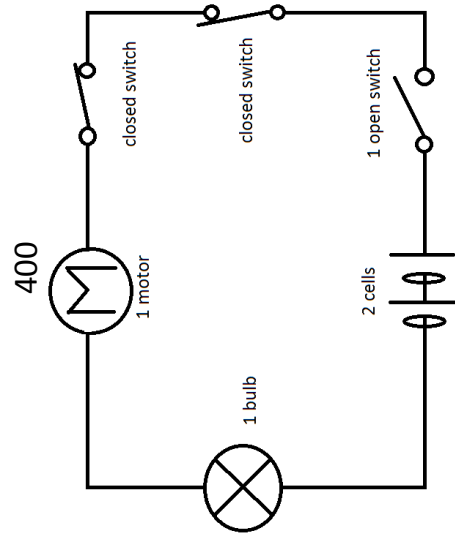
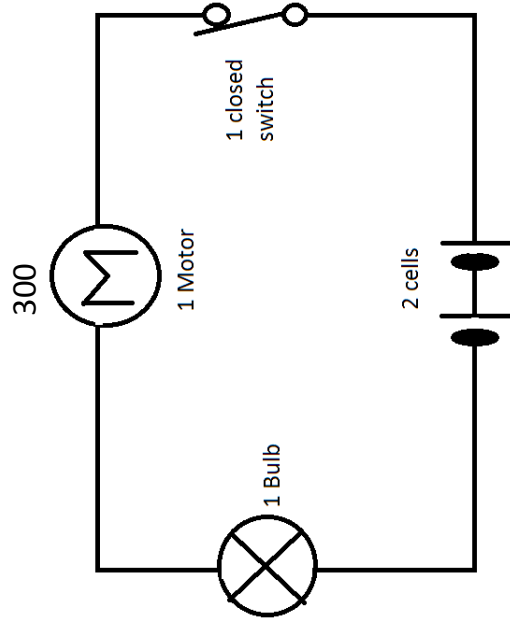
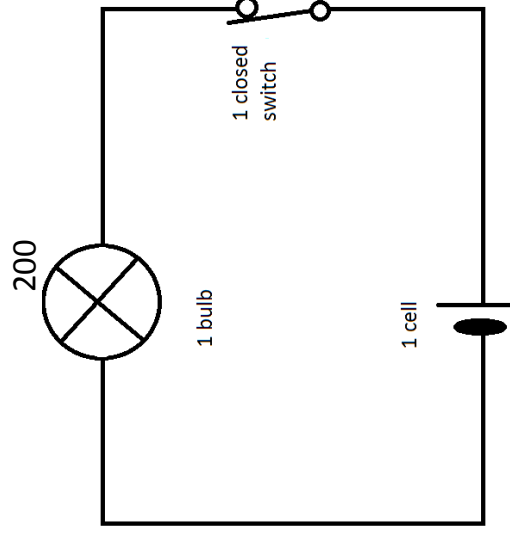
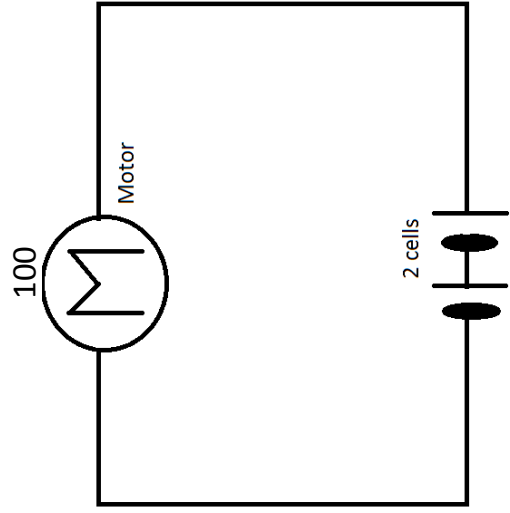




# Signs & Symbols 500



Draw the Circuit answer sheet. (Just make sure that the right answer has the components and meets the requirements and meets the requirements, their answers don't have to look exactly like these)



## 44. Body parts and systems

all cycles | all levels  
writing

122

### Materials

- Post-it notes

### Procedure

This game can be played in any grade because in science, concepts add on to each other.

- This activity is to help learn the body parts that have been learned up until the point of doing the activity.
- Divide the class into teams of five and give each team a stack of post-it notes. Ask each team to label the body parts or parts of the systems that they have learned as fast as they can by choosing one student and writing on the post-it notes and sticking them on that body part (where it is appropriate).
- Encourage them to talk to each other and work as a team. At the end, each team has to read off what they have labeled on the body.

**\*\*** To make the game easier, give them a word bank or even have the post it notes already labeled.

### Make it more difficult

To make it harder have the students do multiple rounds where first they have a word bank, and then the next round they don't.

## 45. Vocabulary and terms

all cycles | all levels  
speaking

### Materials

- Marker
- Lots of popsicle sticks
- Cups for the popsicle sticks in each group

### Procedure

This can be done with lexicon groups or vocab up until this point of the class and can be played in many different ways.

- Take the popsicle sticks and write words or phrases from the material that you have learned on each one, then put the popsicle sticks into the cup. On six or seven popsicle sticks write out the word “KABOOM”.
- Separate the class into small groups of 3-5 and give each group a cup with popsicle sticks in them with the phrases or vocab words and the “KABOOM” sticks.
- This is where you are free to choose how you want them to play, you can put words on the sticks that they just have to pronounce correctly or a word that they have to say and then define or they choose a word and they have to give an example of what it is.
- You can make this game harder or easier. If the student gets the word or definition right, they get to keep the popsicle stick, if they get it wrong, they put it back, but if they draw a “KABOOM” stick, then they have to put all of their popsicle sticks back into the cup. This activity can be as long or as short as you’d like.

## 46. Healthy habits

**all cycles | all levels**  
**speaking & reading**

124

### Materials

- Flash cards

### Procedure

Up to this point, your class has learned healthy lifestyle habits; you will use what they have learned to fill in the flash cards.

- On each flash card, there is an action or a time. Split the students into groups of 3 or 4 and have them take turns being the card reader.
- The card reader takes the first card off of the top of the flash card pile and read it. The other 3 students think of the answer and the first one to put their thumb up may provide an answer.
- If the student gets it wrong, the card goes back into the pile and the next student becomes the card reader.



Example

Right before dinner	Wash your hands
After you wake up	Brush your teeth
When you sneeze	Cover your mouth

## 47. Lexicon groups

**all cycles | all levels  
speaking**

126

### Materials

- Optional: question sheet

### Procedure

This is a game of 20 questions.

- Split the class into groups of three. Tell the first student to think of a food, animal, activity, etc. The other two students ask yes or no questions to try to guess what the student is thinking about.
- Questions such as: are you thinking of a protein? Are you green? If the students can't guess the food in 20 questions, then the student who chose the object/activity gets a point, if the other two students do guess it, then they get points, go on for as many rounds as you want.

**\*\***To make this easier, provide a sheet with premade questions for the students to ask.

## 48. Healthy habits, infer

all cycles | all levels  
speaking

### Materials

- Cards with sicknesses written on them

### Procedure

- Divide the students into groups of five or six. Give each student a card with a sickness on it. (Depending on the level of the class, the sicknesses can be harder or easier).
- Each student will take a turn being the patient while the other students are the doctors. The students who are the doctor have to ask the patient questions about the infirmity and the patient answers without saying what the infirmity is.
- When the doctors discover the illness they must discuss what is necessary to prevent acquiring that illness. The activity continues until each student has been a patient.

For example, one of the cards says Lung Cancer. The doctors ask things like “where does it hurt?”, “what symptoms do you have?” etc. Using the answers to the questions, they will deduct that it is lung cancer and then tell the patient how to prevent getting this disease, for example, “don’t smoke and exercise more”.

## 49. Current science events

**all cycles | all levels  
speaking & reading**

128

### Materials

- A current scientific event or discovery
- Speakers to play an article on a current scientific event or discovery

### Procedure

- Play an article about a current scientific event or discovery.
- Have the students listen and write down key words or phrases that they hear in the article. At the end of the article, separate the students into groups and have them try to use the key points they wrote down to recreate the article.

### Other option

Have the students find an interesting science current event and bring it to class to read then summarize to the rest of the class so that they can all learn about the current scientific discoveries happening today.

## 50. Vocabulary, lexicon groups

all cycles | all levels  
speaking

129

### Materials

- Blow up beach ball
- Marker

### Procedure

- On a blow up beach ball, write the science vocabulary words that the class has learned up to this point.
- Have the class stand in a circle. You start. Toss the ball to a student and have them catch it. On the word that is located where their right thumb lands, they must use that word in a sentence.
- They then pass the ball to someone else. The game continues until all of the students have gone at least once.

# 51. Vocabulary and terms

**all cycles | all levels**  
**speaking & listening**

130

## Materials

- List of vocab words

## Procedure

- Split the class into two teams. Read the definition of a vocabulary word to the student on team A who's turn it is. That student has 10 seconds to reply with the vocabulary word that matches the definition. If they don't know the word they can say, "pass the word" which the student from team B who is up will have to try to answer in 10 seconds. If they both get it wrong, neither gets a point and you say the answer.
- Then read a different definition to the same student on team B and repeat the process. Once both students have received a word, it is the turn of the next two students. The game goes on until you have run out of vocabulary words.

## Make it more difficult

Provide the words and require that the students provide the definition.

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