

Lesson Plan

Description
 Run, swim, jump or fly! There are many ways that an animal can get around. This lesson will give students the opportunity to move like an animal and learn some of the different mechanics animals use to move.

- Learning Outcomes**
- Locomotion is how animals move
 - Animals need to move for survival
 - Different animals use different types of locomotion to move

Specific Expectations
A3.2 investigate how science and technology can be used with other subject areas to address real-world problems
B2.2 describe the locomotion of various animals

Introduction

Locomotion is how animals move. Animals need to move to different places for reasons such as finding food, water, and shelter. Since animals come in many shapes and sizes and live in many different environments, they move in different ways. Some animals have adapted to move in water, others in open grasslands or forests. All animal movement is unique and is suited for the needs of that animal.

There are 3 main types of movement that animals can have: movement through the water, movement on land, and movement through the air. Movement through water is achieved by swimming. Movement on land is achieved by walking, running, hopping or slithering! Movement through the air is achieved by flying or soaring. The flying squirrel at Science North is an example of an animal that moves through air by soaring.

In this lesson, students will learn how to move like animals and classify different animals by their locomotion.

Action

Activity 1

Have students brainstorm some of their favourite animals and write them on the board. Then ask students how these animals move (walking, hopping, swimming, etc.) and why animals need to move. Get the students to act out the locomotion of some of the animals that were chosen as a group. For example, if the class picked a bunny, have the students hop like a bunny! Continue this until they have covered the three different types of movement; through water, on land and through air.

Activity 2

As a class, choose 4 animals that all move in different ways. The animals can walk, run, swim, hop or any other motion, but they should all be different. Agree on the motion for each of the four animals and then put them in sequence. For example, if you chose Rabbit – Cheetah – Shark – Snake, the sequence would be Hop – Run – Swim – Slither. Put on some music and have the students move like the animals in sequence and repeat. Now they’ve made their own animal locomotion dance!

Activity 3

Give one hand-out to each student. Display the provided PowerPoint for the class. The students will classify animals based on their locomotion. Slide 1 classifies animals by walking, swimming, flying, and hopping. Slide 2 introduces students to the idea that some animals use more than one type of locomotion. They will classify animals using a Venn diagram, with the categories of only walking, only swimming, or both (the animal can walk and swim).

Consolidation/Extension

The lesson can be extended by having students make their own locomotion classification systems.

Accommodations/Modifications

- Activities 1 and 2 can be performed outside.
- As an alternative to writing the animal names, the animals in Activity 3 can be printed and cut-out, then used to complete the chart and Venn-diagram.
- The font on the handouts and PowerPoint can be modified to be larger or a different colour depending on visual needs.

Assessment

Activity 3 can be utilized as an Assessment **for** Learning to evaluate how well students have understood the lesson’s content and if they require anymore clarification. Furthermore, it can be used as an Assessment **of** Learning if you wish to evaluate your students in a summative manner.