

Grade Level / Content Area:	Grade 6-8 / Life Sciences
Standards:	Life Science MS–LS1–2 (Develop understanding of structure and function in living systems)
Concept/Topic to Teach:	Use a model to create a living organism and label the parts

I. Getting students set to learn

Step 1: Review – What is a model? It’s a 3D object that represents something on typically a smaller scale. What is a living organism? Anything that is living that can grow and reproduce on its own.

Step 2: Anticipatory Set – Demonstrate a live organism such as a darkling beetle. Discuss with the class how we could make it easier to talk about the functions of a beetle or any other creature or when it’s not around? A model helps with all of this.

Step 3: Objective – The students will be able to identify different parts of the living organism (beetle in this lesson). The students will be able to create a model of the living organism. The students will understand the importance of creating a model by answering teacher prompted questions.

II. Instruction

Step 4: Input and Modeling -- Discuss with the class the importance of creating a model. Why scientists do this and the benefit it has for them doing research. Show multitude of models on the board that scientists create of living organisms. Go to a search engine and search for models of insects. Show the students a model that you created (i.e. frog) using the HyPars educational kit and the benefit that this has. Pass out the HyPars educational kits to partner pairs and ask them to make a creature that they know very well.

III. Checking for understanding

Step 5: Checking Understanding – Walk around the room and view the partners work and see what assistance you will need to give the class.

Step 6: Guided Practice -- When they are done, have them raise their hand and explain the difficulty of creating this model. Have the students continue to build the living organism with their partner.

IV. Independent practice

Step 7: Independent Practice -- Students, with their HyPars educational kits will be creating models of one of the living organisms we have in class (beetles, cockroaches, fish, cells...etc.). Have students work with their partner and collaborate on what and how to make this. Have students label the different parts of the living organism. After students have completed have them keep the model at their desk and students need to walk around and look at other student's models. Have students who feel comfortable share their models and the different parts they labeled (i.e. legs, mouth...etc.). At the end, have students disassemble and put everything away in the correct places.