Haikubox Lesson Grades K/1

<u>What Makes a Bird a Bird?</u>

Engage
Teacher: What is your favorite animal? What is it about your favorite animal that you love?
Show the video about Peregrine Falcons- the fastest animal in the world.
https://www.youtube.com/watch?v=lm0CtcEZV4E

Explore
Teacher- What makes a bird a bird? (physical characteristics and behavioral characteristics).
List and discuss student responses and show parts on drawing of a bird.

Our science tool today is called Haikubox and it will identify different birds in our schoolyard.
Let's look at some of the birds that we share our space with!
Go through the birds. Discuss the sizes and colors that make them different. What makes them
the same? Write a table or Venn diagram on the board according to what is shared.

Explain
Read The Best Nest by P.D. Eastman.
https://www.amazon.com/Best-Nest-P-D-Eastman/dp/0394800516/ref=sr_1_1?crid=14FZ84C5A68WB&keywords=the+best+nest+by+p.d.+eastman&qid=1705347089&sprefix=the+best+nest%2Caps%2C143&sr=8-1
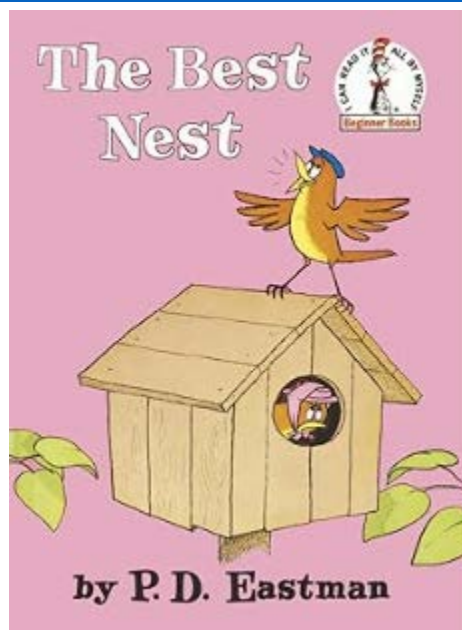
Discuss what the birds used in their nest and where they found those items and why they chose them.

Elaborate
Engineering challenge: Use Brain Flakes (building tool), Legos or blocks to build a nest like bird engineers.

Evaluate
Students will label the wings, feathers, feet, and beak. These things make the bird a bird. Make the connection that humans and birds have a backbone. Animals with a backbone are called vertebrates.

Standards:
Next Generation Science Standards.
K-LS1-1: From Molecules to Organisms: Structures and Processes: Use observations to describe patterns of what plants and animals (including humans) need to survive.
K-ESS3-1: Earth and Human Activity: Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.

National Council of Teachers of Mathematics
Data Analysis and Probability
Grades Pre-K-2 Expectations: In grades pre-K through grade 2 each and every student should –
- pose questions and gather data about themselves and their surroundings;
- sort and classify objects according to their attributes and organize data about the objects;
- represent data using concrete objects, pictures, and graphs.