

LESSON PLAN

Activity Title: Module 5 – Lesson 3 Processing Activity

Space Needed: Classroom space for a sit-down discussion activity.

Time Required: 20 minutes

Audience: Indicate which grade levels : 3rd-8th

Materials Needed: Chairs

Outcomes:

- | | | |
|--|---|---|
| <input type="checkbox"/> Safety and Structure | <input type="checkbox"/> Self-Worth | <input type="checkbox"/> Mastery and Future |
| <input type="checkbox"/> Career | <input type="checkbox"/> Physical Health | <input type="checkbox"/> Mental Health |
| <input checked="" type="checkbox"/> Intellectual | <input type="checkbox"/> Civic and Social | <input type="checkbox"/> Responsibility |
| <input type="checkbox"/> Spirituality and Self-Awareness | | <input type="checkbox"/> Cultural |
| <input type="checkbox"/> Belonging and Membership | | |

Opportunities:

- Exploration, Practice, & Reflection
- Expression & Creativity
- Group Membership
- Contribution & Service

Subject Area :

- | | | | | |
|-------------------------------------|--|---|---|-------------------------------|
| <input type="checkbox"/> Literacy | <input checked="" type="checkbox"/> Social Studies | <input checked="" type="checkbox"/> Character | <input type="checkbox"/> Science | <input type="checkbox"/> Math |
| <input type="checkbox"/> Recreation | <input type="checkbox"/> Creative Arts | <input type="checkbox"/> Technology | <input type="checkbox"/> Health / Nutrition | |

Skill / Concept Objective:

To process the previous simulation activity to develop an understanding of the impact of pet overpopulation.

Vocabulary Targeted:

Same vocabulary that was targeted in the previous 2 lessons.

Activity Description:

Ask the students how they could avoid a situation like the one that occurred in the simulation activity. Discuss student responses. Ask the students where the students that didn't find a home during the game will go...(where will the animals that are homeless go?).

Who will feed those homeless animals? Who will keep them safe and warm? Ask the students who didn't get a "home" how they felt. Ask how the animals who don't have homes probably feel. Discuss student responses. Ask the students if they know anyone who has ever helped a lost or homeless animal. Allow students to tell their stories.

How will the impact on learning be measured?

Impact on student learning will be measured by the quality of the student discussion in processing the simulation activity. Discussion should show an understanding of the problems associated with pet overpopulation.