

A Teacher's Guide to A Walk In the Rainforest

Lesson plans for the book

A Walk in the Rainforest, by Kristin Joy Pratt

by Bruce & Carol Malnor

Bruce and Carol Malnor together have over 40 years of educational experience. Bruce has been a classroom teacher, elementary school principal, and is a Brain Gym instructor. Carol has taught elementary, junior high and high

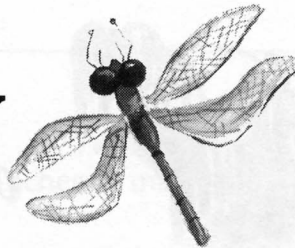
school, and has helped found two alternative high schools. They are directors of the Education for Life Foundation and have conducted workshops for educators throughout the U.S., as well as in Canada, Germany and Italy.

Bruce and Carol share a lifelong appreciation of nature. They enjoy taking a walk through a rainforest whenever they have the opportunity.



*Sharing Nature
with Children Series*

Dragonfly



Fleeting Flyers

Objectives

- Practice Mind Mapping information and cooperative learning
- Play an active game that reviews information

Tools of Maturity

- Body, intellect

Benchmarks

- Knows that plants and animals have life cycles which include birth, growth, and development, reproduction, and death; knows that plants and animals have a great variety of body plans and internal structures that contribute to their being able to make or find food and reproduce (Science 4, Levels II and III); understands the social and personal responsibility associated with participation in physical activity (Physical Education 4, Levels II and III)

Skills for Living Materials

- Cooperation
- Dragonfly Fact Cards (Copy Master, page 15), copied and cut up—1 fact per student; white paper (approximately 24 inches square)—one sheet per student group; colorful markers; soft rubber ball; large playing area
- Time: Allow two class sessions for this activity, one to prepare Mind Maps and one to play the game.

Awaken Enthusiasm



At the beginning of class, have students pick a Dragonfly Fact Card. Tell students to form a five-person group with four others without talking; each person in the group should have a different fact card. All groups should have fact cards about a dragonfly's wings, body, eyes, habitat, and eating.

Focus Attention



Working cooperatively, using a large sheet of white paper, have students combine their information on one Mind Map. Tell them to use the "4 C's" in making their mind maps: Complete, Clear, Colorful, and Creative. When finished, instruct students to teach each other all of the dragonfly information which will be important for them to know in playing a game the next day.

Direct Experience



Remind students that dragonflies catch their food in midair. The object of the game is to catch a ball in midair and tag another student. Designate age-appropriate boundaries. Choose one player to be the "dragonfly" and stand in the middle of the playing area; other students stand within a five foot radius around the "dragonfly." The dragonfly throws the rubber ball high into the air, simultaneously calling out the name of one of the other students. The student whose name is called catches the ball and yells "freeze!" All runners stop. The student who caught the ball takes up to three giant steps in any direction and throws the ball trying to hit another student. If a student is hit with the ball, he has ten seconds to state a dragonfly fact. If he cannot state a fact or states one incorrectly, he becomes the dragonfly and a new round begins. If he correctly states a fact, a new round of the game begins with the original dragonfly throwing the ball. No facts can be repeated during the course of the game, making it progressively harder for

players to remain free. If no one is hit by the thrown ball the dragonfly remains the thrower and a new round begins.

Share Inspiration

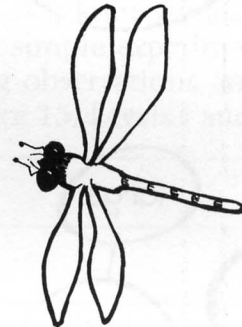


Post completed Mind Maps around the room. Have students notice similarities and differences. Ask them to share appreciative comments for members in their group. Discuss playing the game. Ask them if making the Mind Maps helped them to remember the information. What group skills were involved in playing the game? (E.g. physical speed, accurate throwing, memory, following the rules.) Discuss any variations they can think of to apply the game to other learning tasks.

Dragonfly Fact Cards

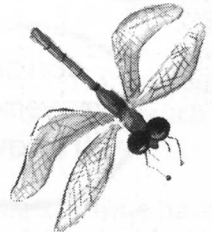
WINGS

- finely veined
- often colorful and iridescent
- allow dragonfly to move up and down, forward and backward, hover in midair
- up to 7 inches in width
- allow dragonflies to be quick and agile flyers
- are held rigidly out from the body



BODY

- changes from a nymph to an adult flying insect
- adult has long, thin abdomen
- adult has 6 legs
- adult has double set of wings
- body is often colorful and iridescent



EYES

- large
- detect movement up to 40 feet away
- help them to be excellent hunters



HABITAT

- dragonflies are found all around the world
- largest dragonflies live in tropical rainforests
- nymph lives entirely in the water



EATING

- predator from earliest stages
- eats fish larvae, mosquitoes, and other insects
- can catch food in midair

