Science and Health

2-21 Universe

Subject: Science
Topic/Unit of Study: Stars and planets
Objective: To learn about the planets and stars.

Summary
This activity is conducted when learning about stars, planets, and parts of the night sky.

Procedure
Locate pictures of the planets, moon, asteroids, sun, stars, and other objects in space on the card mat or under the transparent grid mat. Students navigate Bee-Bot to a picture and identify it. Students may be challenged to navigate Bee-Bot to the planets in solar system order.

Differentiated Instruction
For advanced students, this activity may include astrological signs and constellations.

For struggling students, the teacher may introduce one concept at a time: such as planets, then other objects, etc.

Collaboration: Students work collaboratively in small groups.

Time Allotment: Multiple class periods, as needed. The time should be limited to 10-20 minutes.

Resources:
- Card mat or transparent grid mat
- Pictures of planets, the moon, the sun, stars, space travel
- Constellation cards
- Planet cards (02-21_Planets.pdf)

Standards
ISTE: Profiles for Technology Literate Students (includes NETS for Students)
- Grade: Grades PreK-2
Numbers in parentheses following each performance indicator refer to the standards category to which the performance is linked. The categories are:
1. Basic operations and concepts
2. Social, ethical, and human issues
3. Technology productivity tools
4. Technology communications tools
5. Technology research tools
6. Technology problem-solving and decision-making tools

Performance Objective 2: Use a variety of media and technology resources for directed and independent learning activities. (1, 3)
Performance Objective 5: Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom. (2)
Performance Objective 6: Demonstrate positive social and ethical behaviors when using technology. (2)
Performance Objective 9: Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories. (3, 4, 5, 6)