

ecoMentors Lesson Plan Template: Helping kids explore the planet! www.ecomentors.ca

Title: In Your Neighborhood

Grade Level(s): 1

Time/Date:

School:

Teacher:

Directions to school, class:

Contact Info:

Ontario Curriculum Connection: Canada and World Connections – The Local Community

Vocabulary: Words & Concepts your class may be learning, look these up yourself too!

Materials and Equipment: List these before and while you plan and revise so you're prepared.

Map of Toronto/Greater Toronto Area. Ask the teacher if a map is available, if not go find one! You can go to a community centre to find a cycling map, those show the green space much better!

Pen and paper for each student (usually present in classroom)

What is your class accomplishing?: Learning & Activity Goals, Objectives

- **Locate the distinguishing physical features of their community (e.g., bus, car, bicycle);**
- **demonstrate and understanding of basic personal and family needs**
- **identify how their basic needs are met (e.g., food from farms, markets, and stores, garbage)**
- **identify ways in which people travel around the community**
- **Identify Green Space and parks in urban areas.**
- **Identify the benefits of parks in green spaces**
- **Identify the ecosystem services that trees and green space provides**

**PROCEDURE**

The Spark: Introductions, Demonstrations, Show and Tell, Topic Intro (Break the ice!) ~5-10min

Have the class sit in a circle on the floor or in chairs. Ask students:

*What is your name and what did you see on the way to school today? Or: What are some ways to go to work/school?*

Tell students they will play a game where they will act out how people go places.

But first they must tell us different ways they travel to school. Draw a picture of the mode of transportation as students name them on the black board. Add a few silly ones like horses, helicopters...Ask students to make up an action for each mode of transportation.

Transportation Charades:

ecoMentor will whisper a mode of transportation to a student, the student must move around the outside of the circle acting out the word. The other students must guess what mode of transportation the student is acting out, the student that guesses will be the next actor in the game.

Brainstorming, Getting ideas, Connecting ideas (assess their knowledge!) ~10-20min

Ask students: *What makes a car work?* - **Gas** *What makes a bicycle work?* - **People**

Make two columns on the board with the headings (and picture) Gas (gas pump) and People (funny figure).

Ask students to tell you which modes of transportation belong in which column. Draw a picture of these modes of transportation in the right column.

Ask students: *Which 'Gas' vehicles use lots of gas, and which use less?*

Ask students: *What would happen if more people were using cars? Buses? Bikes? Walked? Took a train? What is good/bad about taking a car? Bicycle? Train? Walking? Bus?*

*What mode of transportation moves the most people around the quickest (train., bus)? What mode of transportation moves the least people around the slowest?*

*What modes of transportation can get stuck in traffic jams? Which modes of transportation have no problems with traffic jams? How can we solve the problem of traffic jams? Which modes of transportation are safe? Which ones aren't? (did you know that a car is much more unsafe than a bike?)*

Activity, Game, Exercise, Debate, Puzzles, Problem Solving, Role Play ~10-30mins

### **The importance of Trees**

Ask students – *Have you seen any trees? Where are the trees? Why are trees good/important?*

Ask questions to lead students to the following answers!

1. Trees give homes and food for animals. (*What lives in a tree?*)
2. Trees give shade. (*Where do you go if it's hot and sunny outside?*)
3. Trees block wind. (*What can trees do in the winter beside a house?*)
4. Trees make air. (*What do trees make that we need?*)
5. Trees are beautiful! (*If you have just some grass field and you put trees in it, how does it change?*)
6. Trees can give us food! (*What do apple, pear, cherry and orange trees give us?*)
7. Trees are used to build houses. (*What can you build with a tree?*)
8. Trees give us paper. (*What do we write on? Where does paper come from?*)
9. Trees give us heat. (*What keeps ovens burning in the winter?*)

*What can people give trees?*

*Are there many trees in the forest?*

*Are there many trees in the city?*

Activity, Game, Exercise, Debate, Puzzles, Problem Solving, Role Play(Pt. II or Cont...) ~10-30mins

### **Draw a city**

*What makes your city attractive to live in? What is beautiful in the city? Green space!*

*What do you not like in the city? What is ugly?*

*How can we improve the city to make it a better place to live in? More trees, less garbage!*

Let the students fold a piece of paper in half. Ask them to draw a beautiful city on one half. A place where they would like to live in. Ask them to draw an ugly city on the other half. A city they would not like to live in.

Let some students explain their pictures to the class (*What makes the beautiful city such a nice place to live?*

*What makes the ugly city so unpleasant to live?)*

Contingency, Plan B, extra game or activity (Back up plan) ~5-10mins

### **Community Mapping**

Take out a map of Toronto or local community/town. Using the legend, ask students to find their school (help them!), hospital, subway station, water, big highway, airport, shopping mall or library. You can even use a little prop, i.e. toy bicycle, small figurine or sticky tack for the students to use to point out the space on the map.

Ask the students how they can recognize green space (parks) on the map. *Are there many parks on the map?*

Elaborate if there is time left!

Presentation of Findings ~5-15mins

Review, Conclusion and steps towards continued action ~5-10mins

Ask students: *What do trees give us?*

*Why is it good to ride a bike to school?*

*How could we make our city more beautiful and nice to live in?*

*What will you do when you go home to help trees?*

References

Great work ecoMentor! After use of Lesson Plan revise, add ideas and repeat!