

Lesson #8

Grades

1 and 2

Suggested Pacing

45min - 1hr

Group Size

Teacher Led

Small Group



Lesson Slides

<https://tinyurl.com/3u9vp9me>

What You Need

From Lysol® Minilabs Module #1:

- **Student Journals**
- **Microbe ID Cards**

From Lysol® Minilabs Module #2:

- **Left over prototyping materials**
- **Red acetate lenses (aka “Microbe Scanner lenses”)**

From Lysol® Minilabs Module #3:

- **Hourglass sand timers**

Sourced Materials:

- **Coloring and writing tools**
- **Optional: additional Arts & crafts, recycled materials**

Digital Only Option

If you don't have the physical Lysol® Minilabs Science Kit, check out the “Digital Kit Implementation Guide” at the end of this lesson plan with links to free printables and list of materials you need to source.

Optional: Cumulative Project

Overview

This lesson has 2 essential parts: **(1)** Review Together: **Go over True & False** questions with your students to review **key terms** from previous lesson. **(2)** Hands-On Activity for students to create their own game using one or several elements from their Lysol® Minilabs Science Modules #1-3, as a “Cumulative Project”. In addition, you may implement some of the optional extensions and the optional section titled “Check Understanding.”

Session Planning

- If you have 45-50min, you will be able to complete the “Hands-On Activity”.
- If you have 50min+, you can do the full lesson.

Learning Goals

- Understand how game mechanics work and how they can be used to promote positive behaviors.
- Emphasize the importance of healthy habits for overall well-being.
- Develop problem-solving skills to create a game that is engaging, fun, and educational.
- Create a game that combines and utilizes all previous learnings into one learning experience.
- Foster collaboration and communication skills by sharing ideas, getting feedback, and refining the game.
- Learn the process of testing and refining a game.

Key Vocabulary

- Health Concepts: **Well-being, Habits**
- Health Practices: **Hand-washing**

Standards

- **NHES** 1.2.1, 1.2.4, 5.2.4, 7.2.1, 7.2.2, 8.2.3
- **CCSS.ELA-Literacy** SL.2.6
- **TEKS**. S.1.1.A., S.1.1.B., S.1.1.C., S.1.1.D., S.1.1.E., S.1.1.F., S.1.1.G., S.2.1.A., S.2.1.B., S.2.1.C., S.2.1.D., S.2.1.E., S.2.1.F., S.2.1.G





Getting Ready

- Please review the student-facing slides, and have them ready to project on your classroom board. Please make a copy of the slides and edit based on your classroom's needs.
- Have copies of student Minilabs Journals ready to pass along to students. Thirty (30) copies have been provided in your Lysol® Minilabs Science Module#1.
- Have paper, markers, scissors, and tape ready to hand out to your students.
- OPTIONAL: Have arts & crafts materials ready to share with your students. You may also have available materials that were used in previous lessons like the sand timer, microbe scanners, finger puppets, microbe ID cards, and more!
- OPTIONAL: Students may now take their journals home. This is the last lesson of the program.

Start Your Lesson

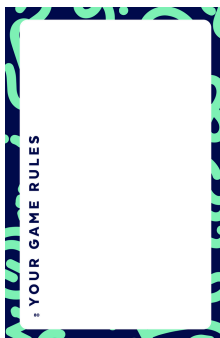
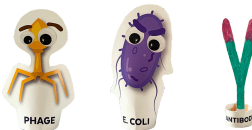
Suggested Time: 10min

- REVIEW TOGETHER: Go through slides 8-29 which reviews important key terms and learnings from all Lysol® Minilabs Science Modules.
- Give each student their Minilabs Journals. Ask them to go over the journal and review what they've done in the previous lessons.
- Divide students into groups. These groups can be the same as a previous lesson or can be made up of different students. If you have enough materials for all students, you may also ask them to work on this project on their own (i.e. individual projects instead of group projects).



Hands-On Activity

Suggested Time: 45 to 50min



- Prompt students to work together to create the ultimate game that promotes healthy habits! This board game can be created using different elements from previous lessons, for example:

- Microbe ID Cards provided in Module #1
- Microbe ID Cards created by students in Module #1
- Microbe Scanner from Module #2
- Microbe Finger Puppets (Take-Home Activity in Module #2)
- Their inventions from Lesson #5 of Module #2
- Sand timers and more!

- Invite your students to make a prototype of their game using the provided materials.

- GAME EXAMPLES:

- Maze Game: **Battle with a friend as a good or bad microbe by conquering the maze and grabbing as many “boosters” along the way.**
- Search & Find: **Find all the antibodies and microbes hidden using the microbe scanner.**
- Board Game: **Collect microbes as you go around the Germ-o-poly board and outlast the other competitors.**

- Once students design their game, ask them write down the rules of their game on page 80 of their Minilabs Journal.

Game examples:



Maze game



Search & Find game



Board game



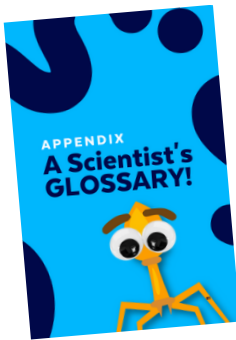
Optional Extensions



- (15-20 min activity) **MAKE A GAME OF CHANCE:** **Students can create their own game of chance that promotes healthy habits. This could be in the form of a spinner (made with a paper fastener and paper) or using dice.**
- (15-20 min activity) **CREATE A CARD GAME:** **Utilizing the Microbe ID Cards, students can create their own card game that builds on the elements they already have. Students could also create new cards and add them to the deck. The card game can be a memory game, a mix and match game, or a variation of other games like Old Maid and Go Fish!**
- (10-15 min activity) **STORYTELLING GAME:** **Ask students to use their creative writing skills to design a storytelling game. They could draw their characters from the Microbe ID Cards, use a spinner to create a setting for the story, and think of a plot using the graphic novels from the Minilabs Journal as inspiration!**
- (10-15 min activity) **PLAY TESTING AND FEEDBACK:** **Pair groups of students together and ask them to play-test each other's games. Give them 10 minutes to play each of their games. Once they are done playing, ask them to provide feedback. Share what they liked and ideas for improvement.**
- (15-20 min activity) **GROUP PRESENTATION:** **Each group collaborates together to present their game to the class. As they present, invite them to answer questions about their game, for example:**
 - **How do you play the game, and what are the rules?**
 - **What do people learn when playing the game?**
 - **How many people can play?**
 - **How did they come up with the idea?**
 - **What is your biggest takeaway from creating your own game focused on health?**

Check Understanding

Suggested Time: 5 - 10min



- **POP-QUIZ:** Go through lesson slides with a set of true-false, multiple choice, and fill in the blank questions with your whole class. These questions are designed to help reinforce learning from all previous lessons.
- **REFLECT TOGETHER:** Optionally, you may review definition of keywords with your students, challenge them to define the words, or draw a diagram in their journal (Appendix) to further define their meaning. If they've already filled out the diagrams in the appendix, students can use their personal notebook.

Bonus

- **PUBLISH YOUR CLASSROOM'S WORK:** Submit photos of your students' projects, and we'll turn them into books, trading cards, and more!
www.thegiantroom.com/giant-remix-minilabs



Lesson Glossary

Below is a glossary of all keywords covered in Lesson #8. Please note that students can go to the Appendix of their Minilabs Journals to check out the glossary.

HABIT

A settled tendency or usual manner of behavior.



Digital Kit Implementation Guide

If you don't have the physical box, you can still implement the Lysol® Minilabs Science Kit! Here are links to free printables and a list of materials you need to source.



FREE PRINTABLES

Game Rule Activity Sheet

<https://tinyurl.com/45ukerzk>

Chapter 8 Only

<https://tinyurl.com/yck6w4h9>



MATERIALS TO SOURCE

- Red acetate sheets
- Hourglass sand timers
- Coloring and writing tools
- Arts and craft materials (optional)
- Recycled materials (optional)

Check out page 7 for all the Online Resources for this lesson.

Online Resources



SLIDES: LESSON #8

<https://tinyurl.com/3u9vp9me>



SCHOOL-HOME COMMUNICATION PACK

<https://tinyurl.com/cpkvajka>



VIDEO: READ & WATCH CHAPTER 8

<https://tinyurl.com/yc4ckyhn>



E-BOOK: CHAPTER 8 ONLY

<https://tinyurl.com/ycdb3m9n>



PRINTABLE: GAME RULE ACTIVITY SHEET

<https://tinyurl.com/45ukerzk>

PRINTABLE: CHAPTER 8 ONLY

<https://tinyurl.com/yck6w4h9>