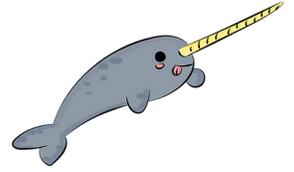




# FISHY FIGURES

Grades K-8



## GRAPH WITH GOLDFISH!

K-8: Students will dive in head first to this aquatic data collection activity!

### TASHI DELEK!

5 min

### SNACK & FREE PLAY

30 min

### STORY TIME

15 min

### STEM TIME

50 min

#### Materials:

- Rainbow Goldfish crackers
- Napkins
- Red, red-orange, orange, and green crayons for each student

#### Tashi Delek is Tibetan for hello!

Greet your students. Be friendly. Use their name, ask a question, give a high five, or thumbs-up! Take roll. Mark down which students took a snack and tally how many snacks were given out.

#### Enjoy Free Play:

Students will have their snack and enjoy time to free play.

#### Read the story:

Read to your students outside as they sit in a circle. Older students may choose to read their own books.

#### Grades K-8: Fishy figures

Say: "Lovely Lake is home to many aquatic creatures, such as frogs, turtles, insects, and lots and lots of fish! (Show your students the photo of Lovely Lake.) Sometimes, when people come to visit the lake, they leave their trash behind. When the litter isn't cleaned up, it can cause pollution. Pollution happens when things are brought into the environment that hurt it. When Lovely Lake visitors leave behind plastic bottles, cans, bags, food containers, and other litter, it hurts the fish and all of the creatures that live in the lake."

Ask: What are some things that visitors could do with their trash instead of leaving it by the lake?"

"Today, the scientists are planning to catch fish from Lovely Lake, record data about them, then release them back into the lake. Data is another word for information that's collected.

Ask: What types of information might scientists want to know about the fish who live in the lake?"

Example: The scientists might want to know how many fish there are, and what type of fish live in the lake. They may want to know their size, or how old they are. They might want to record what they look like, and keep track of fish over time by tagging them.

"Will you help the scientists catch the fish, record data on how many fish of each color live in the lake, and then release them? Now, we will fill Lovely Lake with fish. You'll get a chance to enjoy this snack later, but don't eat any fish just yet!"



## STEM TIME

50 min

### Instructions:

Pass out worksheets to your students, and place a handful of the colored crackers on the lake picture in each student's workbook.

1. Students will catch each fish from Lovely Lake, and place it into the matching colored row on the Counting Mat.
2. Once all of your fish have been caught and sorted, count the number of each color fish, then write the population number down on the space at the bottom of the column.
3. Now that you've figured out exactly how many fish of each color live in Lovely Lake, you can release them back into the lake. Students can place the crackers on a napkin to the side, then turn to the next page of their workbooks to color in the bar graph.
4. Present your Fishy Figures in a Bar Graph. Use the same color crayon as each fish to color in one square inside the column for each fish you found in Lovely Lake today.

If students are having difficulty filling in the bar graph, help them count the squares together, drawing a small dot or x on each square that should be colored based on the data they collected. Then prompt them to color in each marked square.

"Great job! You helped the scientists count all of the fish in Lovely Lake. Now it's time to enjoy your snack!"

## SPORTS / GAMES

25 min

\* Older students may choose to practice their sport instead of playing the game of the day.

### Follow the Commander

Instructions- In this variation of Follow the Leader, students will line up and one student will stand be chosen to stand at the front of the line and be the commander. The commander will then lead the robots around the play area. As the robots follow the commander, the commander will say different "If, then" commands such as, "If I weave through these trees, then you will weave through these trees," or "If I jump across the basketball court, then you will jump across the basketball court." The commander can lead the robots through the play area which could include, around the play structure, up the steps and down the slide, under the structure, across the monkey bars, around the basketball courts, balancing as they walk across a line, through the field, and so on. Once the commander has led for a couple minutes, choose a new commander to continue the game.

### Instructions:

Allow your students some homework time. If they need help let them know you can help them. If they do not have any homework they can have some reading time, or they can have free time to go outside and play.

## HOMEWORK / FREEPLAY

20 min

### Clean up/Free play/Dismissal

Clean up, pack up and practice lining up.

## CLEAN UP / DISMISSAL

