



pLatform for INnovation in Natural science online education

Didactic Unit (DU)/Lesson plan

Sea Food Chain

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OVERALL DESCRIPTION

Sections	Description
1. Topic/DU Title	SEA FOOD CHAIN
2. Brief description of the DU	Students learn about the land and the sea food chain, and the hunting strategies through the Linneo platform videos and other resources. The DUC analyse -into details especially dolphins and sharks (mammals and fish).
3. Beneficiaries	Pupils age from 8 to 11
4. Total hours	3 weeks: 9 hours
5. Situation problem / reality or authentic task	After studying the differences about the two big predators they play a game with Kahoot
6. Aim/s	<ul style="list-style-type: none"> Learn the food chain (decomposer, primary consumer, secondary consumer, tertiary consumer, predators) Learn the differences about dolphins and sharks
7. Subjects	Sciences, Math, ICT, L2, Gymn
8. Expected results	Students learn about food chains and predatory strategies. They will demonstrate it through playing a Kahoot game in teams

WORKPLAN

Phase/Title/ Lessons	Brief description	Subjects	Objectives	Knowledge and Competences	Educational strategy	Tools and resources	Setting*	Evaluation and assessment	Duration
Food Chains on Land and at Sea	<p>The teacher leads a brainstorming about food chains to explore the previous knowledge</p> <p>Then, the teacher collects pupils' answers and organise them in spidergrams.</p>	Science, Math	Verifying students' previous knowledge of food chains.	<p>Students collect ideas freely and individually.</p> <p>to organise and categorise and classify their knowledge of food chains.</p>	<p>Interactive strategy</p> <p>In this phase, the teacher helps the students to organise themselves in small groups and intervenes to enhance their ability to work together.</p>	Teacher hands out worksheets with images to stimulate discussion and ideas to complete spider grams.	Classroom		1 hour
Food Chains on Land and at Sea	<p>Students watch video materials in L2 and listen for specific information about food chains (Food chains for kids Episode 1, 2 and 3; Food chain and hunting strategies).</p>	Science, L2	Learning how to extract useful information from multiple source materials	Visual and listening comprehension.	<p>Front Lesson: Teacher plays film audio and video materials, pausing at certain moments to help students extract relevant information.</p>	<p>Youtube videos from Smile and learn :</p> <ul style="list-style-type: none"> • FOOD CHAINS_1 • FOOD CHAINS_2 • FOOD CHAINS_3 	Classroom Whiteboard	<p>Photocopies about the food chain from top to bottom in L2 (see for example worksheets from Science fact.net)</p>	2 hours

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	Then pupils' learning about the food chain is assessed					Video from LINNEO project FOOD CHAIN & HUNTING STRATEGIES Photocopies for assessment phase.			
Food chain on Sea: hunting strategy	Pupils play the mime game: two students have to decide and mime a victim and a predator in three minutes and the other students must guess which animals are them.	ICT, Science, PE	Knowing the specific interaction among the different sea animals	Be able to observe and mime the hunting strategies among sea animals	Teacher manages the time of the performances and helps the kids when they are in difficulty	An hourglass, paper starfish	Gym	Ability to mime at the end of the activity, the teacher gives some paper starfish to the students that are more able to perform	2 hours

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A big sea mammal and a big predator A dolphin A big sea fish and a big predator A shark	<p>Pupils must watch and listen carefully the different videos about sharks and dolphin</p> <p>At the end, pupils play a Kahoot on the topic</p>	Science, L2	Learning how to extract useful information from multiple source materials	Be able to take some notes about the video	Interactive strategy Teacher plays film audio and video materials, pausing at certain moments to help students extract relevant information.	<p>Video from LINNEO project FOOD CHAIN & HUNTING STRATEGIES</p> <p>Youtube video from Free School: Dolphin Sharks</p>	Classroom Whiteboard	Students are divided in teams for solve a Kahoot about the big predators	4 hours

*Setting: organisation of classroom space (physical and virtual) functional to the activity, provision of resources (technological and others), management of resources.