

Science Lesson Plan: Zombie Science Activity

(2) **Scientific investigation and reasoning.** The student uses scientific inquiry methods during laboratory and outdoor investigations. The student is expected to:

(A) Plan and implement descriptive investigations, including asking well-defined questions, making inferences, and selecting and using appropriate equipment or technology to answer his/her questions;

(B) Collect and record data by observing and measuring, using the metric system, and using descriptive words and numerals such as labeled drawings, writing, and concept maps;

(C) Construct simple tables, charts, bar graphs, and maps using tools and current technology to organize, examine, and evaluate data;

(D) Analyze data and interpret patterns to construct reasonable explanations from data that can be observed and measured;

(E) Perform repeated investigations to increase the reliability of results; and

(F) Communicate valid, oral, and written results supported by data.

Student Objectives

- Students will understand the processes to the Scientific Method through playground activity.
- Work in small groups to develop an original hypothesis to test

Materials

- Computer for PowerPoint presentation
- Paper/Markers
- Candy

Procedures

Begin the lesson by assessing student's prior knowledge through asking the class to write down what they know about the Scientific Method as well as any questions they might have. Then collect the papers to answer any lingering questions or loopholes in the student's ideas, including the basic definition of each Scientific Method step. Explain the Scientific Method through a diagram of a game of Kickball. This will combine EL students BICS & CALPS. Break the students up in to small groups. Continue by relating the Scientific Method to the popular playground game of "Zombies". Explain to the students that they will be using the scientific method to find out how to win zombies. The

winner will receive candy. Walk the students through the first three steps. Then have them experiment, or test out, their strategy on the playground.

- You start with the problem, which can be related to not wanting to become a zombie.
- You follow up with your research, which shows that not being tagged results in not becoming a zombie.
- You then develop your hypothesis, or question, to focus on. This question should focus on how to not become a zombie.

This is when the experimentation period ensues. The whole class will venture to the playground where everyone will participate in a controlled game of “Zombies”. Each student will test his or her hypothesis on how to win through the playing of the game. After the winner is decided, the whole class will return to the classroom to analyze each other’s hypotheses.