

One Page Resources:

NATURE EXPLORATION AND SCIENCE IN THE CLASSROOM

Adapted from *Marvelous Moving Things: Early Childhood Science in Motion* & *Young Investigators: The Project Approach in the Early Years*.

ESSENTIAL QUESTIONS TO INVESTIGATE USING THE PROJECT APPROACH

Child-directed



Ashley observes the new pet goldfish for several days and one day asks the teacher...

DO FISH SLEEP?

A possible topic emerges

Teacher-directed



A parent brings apples for snack. Teacher Annie wonders...
DO CHILDREN KNOW WHERE FOOD COMES FROM?

BRAINSTORM WHAT KIDS KNOW ABOUT THE TOPIC (current concepts and understandings)
WHAT ELSE DO CHILDREN WANT TO FIND OUT?

What kids know:
Fish swim.
Fish live in water.
Fish have fins.
What kids want to know:
Do fish sleep?
What do they eat?
How do they breathe?

INVESTIGATE:
Visit fieldsites and talk to experts, examine artifacts, read books, experiment.

What kids know:
The store. Our garden. Mommy buys it.
The teacher models questions to answer:
I wonder how food gets to the store. What foods can we grow in a garden?

Primary resources:
Visit aquariums, marine biologists, fish markets, go fishing, invite a fly fisherman to class.
Secondary resources:
Books, diagrams, fishing supply stores, pet stores.
Experiment
Cut open a fish to explore anatomy. Setup an aquarium.



Primary resources:
Visit grocery stores, a farm or dairy, a family's garden. Invite to class parents who work at stores. Bring a chicken to school.
Secondary resources:
Books, staff cooks, delivery trucks and drivers.
Experiment: Grow bluecorn, cook bluecorn pancakes.



REPRESENT what was learned through writing, drawing, construction, dancing, dramatic play, graphic organizers, and other activities.



ASSESS & SHARE: What learning goals were achieved? Use a documentation board to share narratives, quotes, graphic organizers, pictures, artwork, etc.

Discuss and role-model for children what scientists do

Support children's inquisitive nature by **explaining** and **modeling** the **scientific process** so that children can apply it to the many questions that motivate them to explore and learn. During circle time or a small group activity **explain to children what a scientist is and does** (EI25.3, role plays).

1. A scientist is a person who **asks questions** and tries different ways to answer them. **Model "I wonder" and "what if" statements** (EI14.3, makes predictions).

2. A scientist learns from his or her **senses** (EI14.1, senses).

- sight
- hearing
- touch
- smell
- taste

3. A scientist notices details and draws what he or she sees. **Model drawing an interesting object and labeling its parts** (EI8.3, writing; EI13.1, creativity).

4. Introduce children to the fact that scientists are always **looking for more to learn** (EI23.2, explores new things). Have a large sheet of paper in the room to help children write down questions and topics that interest them and that you can investigate.

5. Point out that scientists investigate by

- **measuring** (EI11.3, measurement)
- **making comparisons** (EI11.3, measurement)
- **sorting** (EI12.1, sorts)
- **counting** (EI9.2, counting)
- **draw/write what they see** (EI13.1 creativity; EI8.3 writing; EI21.1, focus)
- **doing things over and over again** (EI27.1, focus)