



Sample Lesson Plan
The Big Bus Module: Green Plants/Labels



Green Plants

Title

Using *The Big Bus Green Plants/Labels* to indicate the functions of different parts of green plants.

Introduction

Clear labels and mouse responsive information panels make this an ideal resource for children to undertake their own research into the structure of a flowering plant. Simple on screen tests provide instant feedback, whilst the module sheets provided a greater challenge for the children.

In this lesson

The children are shown how to use the module. They undertake one of two drag and drop tests matching up labels with the correct parts of the plant.

Age Range: 6 - 11 years

Lesson Plan

Learning objectives

Having completed this module most children will have developed their understanding of:

- The roles of different parts of the plant structure
- The parts of the plant involved in reproduction

Technical preparation

Install the CD-ROM on to the computer. If you are presented with a choice of Worlds to visit select Bo Bear's World, Adventurers' World or Explorers' World as appropriate.

If you are in Adventurers' World or Explorers' World, open the Information Booklet index and scroll through the available modules to find the module. Select **Green Plants**.

Additional resources

A range of flowering plants that the children can examine to identify the key parts as labelled on the diagram.

Previous experience

A familiarity with plants and an understanding that whilst they may look very different from each other, all flowering plants have the same basic structure will help the children gain the greatest benefit from this module.

Using the module

Gather the children around a large computer monitor or interactive whiteboard then select **start the module**. Explain that they are going to see a diagram showing the key parts of flowering plant.

Direct the children's attention to the computer monitor or whiteboard then select **Labels**. Show the children how to move the mouse over a label to make the information window pop up. Explain that they will be using this information later in a test. The default level deals with the very basic structure. By clicking on **show advanced labels**, the labels associated with the reproduction of the plant are revealed.

At either level, show the children how to click on the **test me** button. Ask them to identify where each label should be dragged, allowing, if possible, a few children to come up and try it for themselves.

After the initial demonstration, and if more than one computer is available, the children could now break into working groups and undertake the module for themselves. According to the ability of the children, they can test themselves at the default or advanced level.

Allow the children about 15 minutes to complete the module, and then gather them back together to discuss how they got on. Look at the test module together. Ask the children if using the computer has aided their learning.

Classroom management

A single classroom computer running *The Big Bus*, using a large monitor or interactive whiteboard, is an effective whole class teaching resource.

Extending the module

If the children have worked and succeeded in the test at the default level, challenge them to work at the advanced level.

Curriculum Information**The National Curriculum in England for Science (KS1)**

SC2. Life Processes and Living Things.

The National Curriculum in England for Science (KS2)

SC2. Life Processes and Living Things.

The Scotland 5-14 Guidelines for Environmental Studies

Science – Knowledge & Understanding – Living Things and the Processes of Life: Levels A, B, C, D

The Northern Ireland Curriculum for Science and Technology

Knowledge and Understanding of Science and Technology –

Living Things: Animals and Plants: g, h.

The National Curriculum in Wales for Science

Sc2: 3.3, 3.4, 3.5.