

Kingdom Vacation - Day 3 (50-minute class period)

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Grade Level(s)

7th grade Science

Lesson Overview

Students will utilize the data they have collected from their interviews to build an empathy map for their kingdom.

Learning Objectives

Students will be able to demonstrate empathy for organisms in the kingdom for which they are responsible.

Standards

Standards (Utah Science Grade 7):

- Objective 3 - Classify organisms using an orderly pattern based upon structure.
 - o Identify types of organisms that are not classified as either plant or animal.
 - o Arrange organisms according to kingdom (i.e., plant, animal, monera, fungi, protist).

Learning Goals:

- Academic: Students will be able to . . .
 - o Define research/interview questions
 - o Organize information according to organism need
- Socio-affective:
 - o Build empathy for non-human organisms
 - o Interact productively in groups towards shared generation of a novel product

Preparation

- Gather leveled readings, list websites, and bring any other info that can fill in content gaps after your interviews.
- Collect as many crafting/building materials as possible for prototype building (in Lesson 6)
- Consider the role and consequence of anthropomorphizing non-human organisms. The goal of the challenge is to increase empathy and identification with each kingdom by deeply considering the needs of each. At points, it is important to remind students that these are non-human organisms, and because of this we can never be certain about what they feel or want (but that this uncertainty should only motivate more concern and stewardship on the part of humans).
- Prepare potential interview questions your students may be missing, including questions for the specialists about their careers in science.

Materials and Resources

Students need:

- a double-sided copy of an empathy map
- a large chart paper on which to make a joint empathy map

Teacher needs:

- timekeeping device
- room(s) set up for effective group work (in a class of 30, with 6 kingdoms and 6 experts to interview, 6 tables with 5 chairs and enough markers for everyone to write in a different color, for example)

Activity 1: Intro to Empathy Maps (10 minutes)

- Before giving students empathy maps, watch the [“Indeed.com” animation commercial](https://www.youtube.com/watch?v=enzh7v8d1AU) <https://www.youtube.com/watch?v=enzh7v8d1AU>
- Split seated students into 4 segments in the room, and assign each quadrant a section of the empathy map for which they are individually responsible (say, think, do, and feel).
- Show the [‘Indeed’ commercial](#), and ask students to attend to the Rock Creature. A quarter of the class will record, respectively, what the rock creature says (nothing), feels, thinks, and does. Note: You may need to watch the video 3-5 times to give students time to record observations and inferences.
- Emphasize that, in the commercial, the Rock Creature doesn’t speak. This doesn’t mean we can’t learn things from his actions, and can’t infer about his thoughts and feelings. Explicitly explain the connection between the Rock Creature and the kingdoms (nonverbal organisms that act, feel, and ‘think’ (in quotes for all kingdoms save Animalia)).
- As a class, with a blank empathy map projected, ask students to come up to the document on the board and contribute to the empathy map.

Activity 2: Kingdom Empathy Maps (20 minutes)

- Group students with their design teams.
- Ask each group to complete an empathy map together based on their notes from the specialist interview.
- Offer each team a packet of additional research resources to fill in gaps and questions they may still have about their organisms.
- If students are struggling, give them categories to consider, written or projected on a front board (food, shelter, reproduction, habitat, relationships to other species). Use this as a point of differentiation.

Troubleshooting

Activity 1 - Explain that the career-related text in the Indeed video can be ignored for this activity (although it could be a good plug for career option exposure).

Activity 2 - Depending upon the needs of your students, you can make this more or less guided. For students who need significant support, ask everyone to start in the same place on every empathy map (with 'do') and get everyone to contribute two ideas. Repeat for 'think' and 'feel.'

Assessment

Evidence of successful student achievement:

- An individual completed empathy map for the Rock Creature, and a team empathy map completed for each team's kingdom.