

6 Kingdom Vacation Plans

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Students will be designing...

the ideal vacation for the kingdom they've been assigned. For scientific currency/accuracy, use 6-Kingdom system: Plants, Animals, Protists, Fungi, Archaeobacteria, Eubacteria.

Through engaging in this challenge, students will learn...

Standards (Utah Science Grade 7):

- Objective 3 - Classify organisms using an orderly pattern based upon structure.
 - Identify types of organisms that are not classified as either plant or animal.
 - Arrange organisms according to kingdom.

Learning Goals:

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

Lesson 1

Students will generate interview questions, decide on a team approach to interviewing (who will do what), and practice proper interview techniques.

Lesson 2

Students will conduct interviews with graduate students or scientists working with organisms in students' respective focus kingdoms to learn about their given kingdom.

Lesson 3

Each team will build a large, team-informed empathy map based on the information gleaned during research and interviews. Resources are available in case students need supplemental info.

Lesson 4

Teams will define needs statements for their kingdoms, ensuring that their needs statements are generative, open possibilities for design, and describe their kingdom uniquely.

Lesson 5

Teams will brainstorm ideas for the ideal vacation.

Lesson 6

Teams will prototype a vacation plan for their kingdom.

Lesson 7

Teams will welcome feedback from other teams and kingdom-specific scientists based on the vacation prototype they have designed.

Lesson 8

Teams will reflect on feedback and adjust their prototype, and individuals will reflect on the design process and what they have learned about their kingdom.