



Creation Lens

Exploring the World, Discovering God

Grade Level: Grade 3

Title:

Using Themes to Structure Learning with Cause and Effect & Applying Technology to the School Theme

Denomination: Catholic

Lesson ID: PS-G3-08-CA

Contact Info:

Exploring the World, Discovering God (EWDG)
Institute for Theological Encounter with Science & Technology (ITEST)
20 Archbishop May Drive, Suite 3400A
St. Louis, MO 63119

EWDG email: EWDG-Info@creationlens.org

EWDG web site: www.creationlens.org

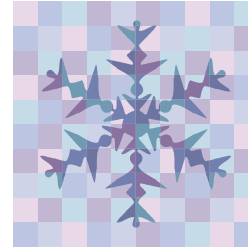
ITEST web site: www.faithscience.org

Ph: 314.792.7220

Note: Web sites referenced in this lesson were valid at time of publication.

Copyright by Exploring the World, Discovering God (EWDG), a pilot program of Institute for Theological Encounter with Science & Technology (ITEST). All rights reserved. The contents, or parts thereof, i.e., lessons/modules, may be reproduced for classroom educational use only. Any reprinting or reproducing for the purpose of sale is prohibited, and if done, party is subject to all legal sanctions.

© ITEST © EWDG



TECHNOLOGY AND PHYSICAL SCIENCE - GRADE 3 - CATHOLIC
LESSON TITLE: Using Themes to Structure Learning with Cause and Effect & Applying Technology to the School Theme

GENERAL CONCEPT: Using technology and themes to structure learning

SCIENCE LESSON CONCEPT

- Reflection on the meaning of the theme cause and effect in daily life by demonstrating that meaning in hands-on experiments

GOAL OF SCIENCE LESSON

- To have a greater understanding of the cause and effect theme.
- To develop greater skill in following directions.

RELIGION LESSON CONCEPT

- Reflection on the meaning of the school religious theme for the year in daily life by illustrating that meaning in a software program that all students can use

GOAL OF RELIGION LESSON

- To have a greater understanding of the school theme as applied to daily life.
- To develop greater skill in using a drawing program.
- To develop greater skill in following directions.

OUTCOME EXPECTED

- Students will be able to identify cause and effect.

MATERIALS NEEDED

- Models of Cause and Effect in action (ramp and lever, balls and bowling pins, ice and heat, construction paper and sunlight)
- 1 piece of colored construction paper per student
- 1 piece of white paper per student
- Scissors
- Access to sunny windows
- Scotch tape
- Package of Kool-Aid
- Pitcher of water
- Tongs
- Glasses if you are going to share the Kool-Aid

OUTCOME EXPECTED

- Students will have greater skill in using a drawing program.
- Students will have greater understanding of the school theme, its meaning, and its application in their lives.

MATERIALS NEEDED

- Copy of School Religious theme
- Computer
- Kid Pix program
- Color printer

SCIENCE METHODOLOGY

- **SAY:** I need to find out about the science principle of cause and effect. Today we are going to do some experiments to see if we can learn about cause and effect.
- **ACCEPT** student ideas and try them out if possible.
- **GIVE** each student a piece white paper and have them cut out a snowflake shape.
- **TELL** the student to tape the snowflake shape on the construction paper.
- **SAY:** We are going to put our construction paper art in our windows with the snowflake side to the glass.
- **ASK:** What do you think will happen?
- **ACCEPT and RECORD** student predictions.
- **WAIT** a couple of weeks and then remove the pictures from the windows.
- **REVIEW** the student predictions.
- **HAVE** the student carefully remove the shape from the construction paper.
- **ASK:** What happened? (snowflake shape should be darker than the rest of the construction paper)

RELIGION METHODOLOGY

- **HAVE** a large copy of the school's theme for the year.
- **READ** the school theme.
- **ASK** students to explain it as they would to a visitor to the school.
- **MAKE** a list of the specific behaviors which the student explanations reveal.
- **GIVE** specific directions for the illustration project.
- **HAVE** the student illustrate the theme using the Kid Pix Drawing program.
- **HAVE** the student print the illustration.
- **DISPLAY** the illustrations with the school theme sign in the hall – either all at once or a few at a time over the year.
- **DISCUSS** the meaning of reflecting on the theme and what effect they hope to have on others by posting their illustrations.
- **ASK:** How did technology help you apply the school theme to daily life?
- **ASK:** What practical thing can you do to live the school theme this week?

- **ASK:** What caused the paper to fade (get lighter)? (the rays of the sun)
 - **ASK:** What was the effect of taping the shape on the paper? (kept sunshine from fading paper underneath it)
 - **NEXT** have a student put water in a pitcher.
 - **ASK:** How can we make a refreshing drink using this water?
 - **ACCEPT** and record answers.
 - **SHOW** the students the package of Kool-Aid.
 - **ASK:** What effect will this package of Kool-Aid have on the water?
 - **ACCEPT** the students' answers.
 - **DROP** the unopened package of Kool-Aid into the pitcher of water.
 - **HAVE** the students observe what happens. (nothing)
 - **ASK:** Why didn't the package flavor the water?
 - **REMOVE** the package with tongs from the water.
 - **OPEN** the package and pour in the Kool-Aid crystals.
 - **OBSERVE** the gradual dissolving of the crystals.
- **POSIT:** Technology can be a good tool for understanding and applying the school theme to daily life.

- **ASK:** What could we do to cause the water and the crystals to mix more quickly?
- **STIR** the crystals and make the Kool-Aid.
- **IF** you have prepared the drink cleanly, share the Kool-Aid with the class.
- **HAVE** the students record the experiments (Kool-Aid and snowflakes) on the Science Journal Page.
- **POSIT:** Everything we do has a cause and an effect.

SCIENCE LINKS

www.wcolweb.com/learningfocus/g3.htm

[3rd Grade Cause and Effect](#). By: Kristy Anderson and Leslie Johnson. This **cause-effect** unit utilizes ... As a culminating **activity** students will create a brochure of their community ...

www.superteacherworksheets.com/causeeffect.html

[Cause and Effect Worksheets](#) Printable **cause and effect** worksheets for teachers and ... **Grade 2** and up. ... Simple **Science Activities**

www.education.com/activity/article/

[Cause Effect Card middle](#)

[The Cause and Effect Card Game | Activities |](#)

[Education.com](#) ... fun card game that quizzes your child on **cause-and-effect** ... **3rd Grade**; **4th Grade**; **5th Grade**; **Middle School**; **High School** ... **Kids' Activities**; **Science Activities**; **Math Activities**

www.proteacher.org/c/456_Cause_and_Effect.html

[Cause and Effect - Ideas for Teaching, Resources for Lesson](#)

... In my fifth **grade** classroom, I use a Thinking Map to teach **cause and effect** ... I use this **activity** to reinforce **cause and effect** ... cause and **effect** in my **science activities**

RELIGIOUS LINKS

www.ehow.com/how_2120338_use-kid-pix-software.html

[How to Use Kid Pix Software | eHow.com](#) **Kid Pix**, a creative, artistic and educational software, allows **kids** to add all types of creations onto a virtual canvas. **Kids** can draw, paint, type and add moving ...



KEY WORDS

- CAUSE
- EFFECT
- FOLLOW DIRECTIONS



KEY WORDS

- PROGRAM
- ILLUSTRATIONS
- THEME
- APPLYING

KEY WORDS



CAUSE

EFFECT

FOLLOW DIRECTIONS

PROGRAM

ILLUSTRATION

THEME

APPLYING