

3.D.5 Animal Life Cycles

Creating a diagram of an animal life cycle

Grade Level	3
Sessions	1 – 50 minutes
Seasonality	N/A
Instructional Mode(s)	Whole class, Individual
Team Size	N/A
WPS Benchmarks	03.SC.TE.04, 03.SC.LS.07
MA Frameworks	3-5.TE.2.1, 3-5.LS.0.3
Key Words	Amphibian, Bird, Diagram, Fish, Insect, Mammal, Reptile

Summary

Students will learn to construct a diagram that demonstrates how animals change in a predictable pattern called a *life cycle*. In general, a diagram is a useful way to convey various types of information; this particular diagram will show the distinct stages through which an animal passes.

Learning Objectives

2002 Worcester Public Schools (WPS) Benchmarks for Grade 3

1. 03.SC.TE.04 Describe different ways in which a problem can be represented, e.g., sketches, diagrams, graphic organizers, and lists.
2. 03.SC.LS.07 Recognize that plants and animals go through life cycles that include birth, growth, development, reproduction and death.

2001 Massachusetts Frameworks for Grade 3

1. 3-5.TE.2.1 Describe different ways in which a problem can be represented, e.g., sketches, diagrams, graphic organizers, and lists.
2. 3-5.LS.0.3 Recognize that plants and animals go through predictable life cycles that include birth, growth, development, reproduction, and death.

Additional Learning Objectives

1. Students will work independently to solve the problem of representing an animal life cycle graphically.