

TREES MODULE

On the Welcome page, click Preview under the grades K–2 flag to see a brief overview of the K–2 site.

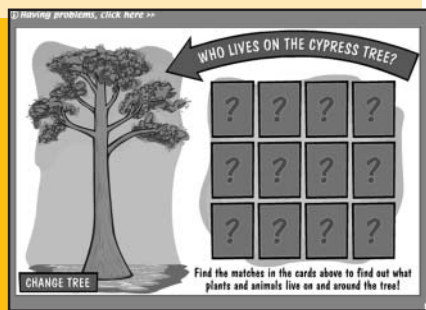
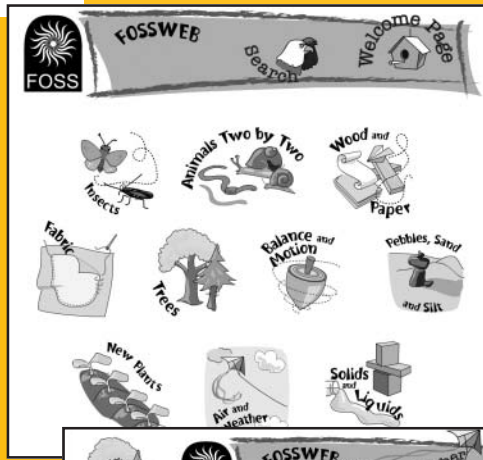
Click the grades K–2 icon to get a menu that links to each of the K–2 modules. There you can choose Trees and travel to a wealth of information and activities specific to that module for students, parents, and teachers. The section for students has an interactive activity, a photo gallery, an “Ask a Scientist” section, websites, and movies. Parents and teachers can go to a module summary, a vocabulary list, a link to home/school connections, resources, and tips and tricks for using FOSS in the classroom.

If possible, introduce FOSSweb to students using a computer connected to a large monitor or digital projector. After a group introduction, move students to the computer lab or to computer stations in your classroom. Students in grades K–2 will get the most out of FOSSweb if an adult or older student is nearby to guide their explorations. After students have been oriented to the site, you can allow more free exploration.

In Trees, you’ll find an activity called Who Lives Here?

Students play a card-matching game to find out what kinds of animals live in different types of trees. You may want to read the *FOSS Science Stories: Trees* before beginning this activity. Before introducing students to the FOSSweb activity, you might ask,

- *What kind of animal do you think might live on or around a redwood tree? A pine tree? A tree in a rain forest?*
- *Do you think a turtle could live around a tree? A squirrel? An ant? Why or why not?*



At the computer, have the class help you match cards. When you match two cards, you get information about where in the tree the organism lives. Show students the tree choices: cypress, redwood, and Douglas fir. As you play the game with your class, help students keep a list of the organisms they find for each tree. When you make all the matches, you get a list with information about all the creatures that can be found on the three trees. Once you have been successful as a class, have students move to a computer to try again. If adult supervision is available, have the adult help students keep track of the creatures they find in each tree to compare with the class later. You might encourage students to find out more about the trees and organisms and share the information with the class.

The Photo Gallery includes images of trees and the wood that comes from them. You can use the images to compare the trees and wood. Ask students if they have observed any of these trees in their neighborhood or if they have seen the wood used in furniture and other objects.

In Ask a Scientist, students can review questions about trees that have been submitted by other students and ask appropriate questions of their own. Adult guidance in submitting questions is highly recommended.

Websites include links to sites that can extend student experiences with the **Trees Module**. The links may inspire some new projects and investigations involving trees.

Movies show people working with wood in various ways, such as carving, building structures, or making furniture and other wooden objects.

