

Needs of Living Things

2nd-3rd grades

Overview

In this build series, students will think critically about what an organism needs in order to live. They will discuss a real or imagined animal and talk about how they would care for it. They will also describe where they think the animal might live and use these ideas to describe what the animal needs in order to be happy and healthy.

Connect to Curriculum

This build series can be part of classroom activities that involve:

Life Sciences:

- Understanding that all organisms have basic needs and defining some of those needs.
- Describing the different parts of an organism and understanding that those parts play a role in helping the organism survive and flourish.
- Developing an understanding of organisms and their environment.

Before You Begin

Assess and encourage prior learning by:

- Introducing and defining key vocabulary: *environment*, *organism*, *survival*, and *thriving*.
- Reading about and researching various types of environments and the organisms that live in them, such as a deciduous rainforest, a desert, or arctic tundra.
- Watching movies or videos about different types of living things, or if possible, visit a local zoo to learn more about how the needs of different living things are met.
- Discussing organisms that students encounter every day and the needs of those organisms.
- Having students make lists of what they themselves need to survive, as opposed to what they like to have.

Build and Share

Have students build and share their models by following the steps outlined in the Challenge Cards provided with this activity.



Tip:

Consult the Quick Start Guide of this activity pack for ideas on classroom management and organization.



Vocabulary:

- **environment:** the air, water, land, and everything around you
- **organism:** a living thing
- **survival:** staying alive
- **thriving:** to grow and be successful



Reflect on the Experience

Encourage students to record and reflect on their models and ideas.

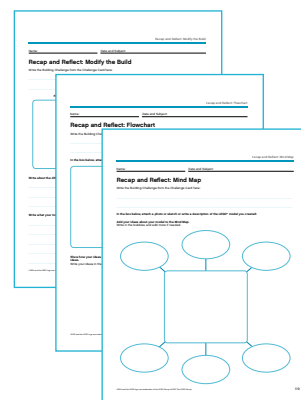
Extensions

After completing the build series, encourage further learning by:

- Creating a diorama or drawing of the animal in its environment, using images of the models for inspiration. (Visual Arts)
- Writing a care manual for the animal with categories for different needs, such as food, shelter, and protection. (Language Arts)
- Using a graphic organizer to compare the needs of the organism being studied with those of a human being. (Science)

Facilitating Questions:

Notes:



Tip:

Use one of the Recap and Reflect Worksheets available in the Support Materials section of this activity pack to document the build experience.



Topic: Needs of Living Things

1 Think about



These four building tasks will help you express your thoughts and ideas about what a living thing needs to be happy and healthy.

Build: Build a model that shows a real or imagined animal that you would like to have as a pet.

Building Time: 3-4 minutes

Share: When the building time is up, take turns telling each other about what you have built.

Keep your model on your own building plate.



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2 Remember



Now that you've thought about a specific animal, think about how you would make sure that this animal has everything it needs.

Build: Build a model that shows how you would care for this animal.

Building Time: 3-4 minutes

Share: When the building time is up, take turns telling each other about what you have built.

Keep your model on your own building plate.



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3 Imagine



Now you will use your imagination and creativity to think about where this animal would be comfortable and happy.

Build: Build a model that shows where this animal would be most likely to live.

Building Time: 3-4 minutes

Share: When the building time is up, take turns telling each other about what you have built.

Keep your model on your own building plate.



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4 Conclude



Now you will build a model that sums up what you have learned so far.

Build: Build a model that shows what this animal needs to be happy and healthy.

Building Time: 3-4 minutes

Share: When the building time is up, take turns telling each other about what you have built.

Keep your model on your own building plate.



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