

# Core Knowledge Digital Engagement, Science

## Grade K, Life Science, Engagement 4

### For the Teacher

#### Overview of Grade K, Life Science, Engagement 4

In this teacher-facilitated, whole-class engagement, students take turns answering questions to earn tokens to outfit an farmer to work on the farm.

#### What You Need

- The means to project this interactive for whole-class viewing
- *Grade K Core Knowledge Science Student Readers, Needs of Plants and Animals* (Students should be allowed to use the book to seek answers. Looking up information on demand is a valuable skill to practice!)

#### Advance Preparation

- Plan a way to keep track of which students have answered questions and which students are still in line for a turn. There are enough questions so each student should get at least one turn.

#### How to Facilitate

- Beginning with the screen following this one, project the engagement in the largest format possible for whole-class viewing.
- Go over the rules with students before beginning. Emphasize the importance of not shouting out answers.
- Use the **Next** button to advance through the screens, having students take turns each supplying one answer.
- After each set of questions is answered, students can select one element to outfit the farmer. Take a class vote to determine the selection.
- When the avatar is fully outfitted, the mission is complete.