Lesson 10

Stream Pollution*

Cognitive Demand:

Interpreting Concepts (C)

Science Literacy (D)

Technological Design (T)

Recalling Science (R)

Overview:

Students will explore an interactive website that investigates causes of stream pollution and how to clean it up. They will also be introduced to benthic macroinvertebrates and learn how they help to indicate water quality.

Materials:

- Computer with internet access
- Composition Notebook

*Cacapon Institute e-school

Setting the Stage

As the students to list some ways that water can become polluted. Tell them that they are going to play an online game where they get to try to clean up a polluted stream.

Acquisition of Learning:

Part I

1. Ask students to access: http://www.cacaponinstitute.org/middle.htm
2. Ask them to click on the Stream Cleaner Slide Show in the window. Explain that they will use the information from the slideshow to play the game.
3. After they have viewed the slideshow, have them click on The Stream Cleaner Activity that is listed on the blackboard
4. Ask them to follow the instructions on the computer to help to clean up the stream.
5. Ask them to them record in their notebooks If they could make the stream cleaner, and if so, how?

Part II

6. Next, have the students click on the BMI tablet on the table.
7. Have them click on the “What is a BMI?”
8. After reviewing the slideshow, ask your students to click on “Sedimentation Blues”
9. Students should record in their notebooks what happens when the stream gets too polluted.

Closure:

Ask the students to record three interesting things that they learned from the web site. Review answers.