

Introduction to Science 200

Animals—A Gift From God

The Teacher's Guide provides the classroom teacher with ideas and suggestions for classroom discussions and additional activities pertaining to the lesson.

Features of This Guide

Teacher's Notes

The teacher's guide contains teacher's notes and ideas for teaching this course effectively and creatively.

We have used a number of symbols throughout the *Teacher's Guide* to help you spot useful helps at a glance.



This symbol denotes things related to what the student is studying in the LightUnit, but that enlarge upon or go beyond what is included there. You may want to use them to introduce, reinforce, or add interest to his studies.



This symbol is used anywhere there are suggestions for class discussion. As you have time, use these when you see that they will be valuable to your students.



The flashlight reminds you that you should be monitoring your students' work in some area.



This is used to mark suggested activities that may be used in conjunction with the lesson.



This is the review symbol. You will see it with suggestions for review.

Answer Keys

A one-fourth size reproduction of each page of the student LightUnit appears with the teacher's notes for that lesson.

Appendixes

These are designed to help answer any questions you may have about the course.

Appendix A is a detailed outline of the course, with a scope and sequence and the objectives for each lesson.

Appendix B contains course objectives that you may photocopy for state or county school officials.

Appendix C is a list of suggested supplementary materials that you may find useful.

Appendix D contains Alternate LightUnit tests that may be photocopied for use when a student needs to retake a test. The answer keys for the tests are included in this appendix.

Appendix E is an index to the course.

The LightUnits

LightUnit Schedules

Each LightUnit is designed to take 17 days and contains two quizzes, a Self Check, and a LightUnit Test.

The quizzes are on perforated sheets in the back of the LightUnit. They may be torn out and given as closed-book quizzes (recommended), or left in the book and treated as a Self Check.

The Self Check always falls on Day 15. Students may study from it, but should take it without looking back.

Lesson 16 is always the *Looking Back* lesson. Rather than having regular seatwork in this lesson, students are given a study outline. If they follow the outline, they should get plenty of review in preparation for the LightUnit Test on Day 17.

The *Looking Back* lesson also includes an extra activity. This activity provides fun reinforcement of what students have studied in the LightUnit.

Symbols

Teacher Check. Used where the child must obtain the teacher's initials before proceeding.



Small Teacher Check. Indicates an exercise that must be scored or checked by the teacher. The child may continue working even though the teacher has not yet checked the exercise.



Teacher's Aide Check. This symbol is used anywhere the child may not continue working in the LightUnit until the exercise has been checked and initialed by the teacher or teacher's aide.



Small Teacher's Aide Check. Used with exercises that need to be checked by the teacher or teacher's aide. The child may continue working even though the exercise has not yet been checked.



Star. The star indicates an exercise that is optional. You will need to let your students know whether or not you want them to do these exercises as they come up.



Grading

LightUnit Grade. To obtain a final LightUnit grade, average the two quiz grades and any other optional grades. Add this average to the LightUnit Test grade and divide by two. This average will be the final grade for the LightUnit.

Example: Quiz 1 – 96%

Quiz 2 – 98%

Average – 97%

Test score – 93%

Average – 95%

LightUnit score is 95.

Scores Below 80. If a student scores 75-79% on a LightUnit Test, he may review the concepts he is weak in. Verify that he knows the material by quizzing him or giving a remedial assignment.

If a student scores 70-74%, have him restudy for the test and take the Alternate LightUnit Test located in Appendix C.

If a student scores 70% or below, have him do a thorough review of the LightUnit before taking the Alternate LightUnit Test or have him redo the entire LightUnit and then take the Alternate LightUnit Test. For both scenarios, if the student scores between 75-100% on the Alternate LightUnit Test, record the score for the LightUnit as 80%.

If all controls are followed but the student consistently fails to achieve 80%, consider underlying causes. What is the student's natural ability? Can he be expected to achieve 80% or above? These students may need to be evaluated by a trained person or to have one-on-one assistance.

80	
100	

 Score _____

These score boxes are found on the self checks, quizzes, and tests. In the first box, the bottom number is the total number of points possible on the self check, quizzes, and LightUnit Test. The top number is the number of points the student must score before he can continue working in the LightUnits. Point values in all LightUnit Tests are 100. Write the total number of points scored on the score line. Initial the second box.