

TITLE: Explore of the geography of life of a butterfly Monarch

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Timeframe of activity: 45 min

Tags: World Map, Geography, biology, natural history

Grade Level: K-7

App/Tech Tools: CleverBooks Geography App, device (phone/tablet) and App Quiver.

Additional material: CleverBooks World Map, App Quiver, theme picture.

Learning Objectives:

Discover the world by using the processes of geography, biology, nature studies and skills focused on following categories (modes):

- Geographical peculiarities of the continents
- Flora and fauna
- Land and water animals
- Interactive weather for each season on different continents

The students are encouraged to work in the small group to find answers to questions; initiate discussions on each topic, discover and analyze data; and communicate findings and decisions.

This team activity develops collaboration, critical thinking, information search and public presentation.

Lesson Activity, Part 1:

Divide the class into 4 small groups. Each group should have CleverBooks map of the World and App Quiver.

Ask the class the main question: have you ever wondered which way a butterfly can go? What do you know about a butterfly's life cycle?

Students work in small groups. First, they decorate the picture markers with the life cycle of the Monarch butterfly. Then they use tablets to work with AR App Quiver and need to answer following questions:

- Group 1: Where can we find the Monarch Butterfly? Which continent?
- Group 2: Where is the birthplace of the Monarch butterfly? How do these butterflies migrate, what time of year and why?
- Group 3: What plants does it feed on? How does the transformation happen in the life of a butterfly?
- Group 4: What are some interesting butterfly facts about Monarch Butterfly?

Each group works on its own question and answers.

Lesson Activity, Part 2:

Initiate student's iteration with CleverBooks World map and navigate them through the discovery process suggesting to:

- Learn about different countries to see how to spell its name, hear how it's called and see the national flag. Furthermore, see additional information on the country size, population and a capital city.
- Press on each animal to see how to spell its name, hear how it's called and what sound it makes.
- Press on each plant to see how to spell its name and hear how it's called.
- Zoom in and out to explore most common weather conditions for a specific geographical location.

Questions outline:

Each group of students receives a question and prepares answers.

Group 1: Weather mode:

- What is the weather like in North America, (or any other continent)?
- How is it different to the climate with have in our country?
- Compare the climate in Europe to the climate in North America (or any other continent).
- How does the weather affect the migration of the Monarch butterfly?

Group 2: Animal Mode:

- What animals live in North America (or any other continent)
- What animals (insects, butterflies) can you find in different parts of the world that also live in our country?
- Why the Monarch butterfly has such a bright color. What is the reason for this?
- Which insects, butterflies can be found in around North America (or any other continent)?

Group 3: Plants Mode:

- What endemic plants can be found in North America?
- Find a plant in a California park in North America that Monarch Butterfly likes.
- Find all the plants that feed the monarch butterfly caterpillar, which begin with the letter "A"?
- What do Monarch butterflies eat on other continents during the Migration period?

Group 4: Political Mode:

- Check the names of the countries located on different continents.
- Find the countries of North America, show their capitals?

- What famous national parks in California do you know? Who can name more parks and show?
- Name and show the countries to which the Monarch butterfly migrates?

Every team can be responsible for one of the categories: weather, plants, animals or political.

Additional Ideas (optional):

This exercise helps to create a connection between visual objects and learn new words (using the voiceover application in English) in the theme of animals, plants, countries and continents.

Also, you may create a search game with questions:

- Where can we find a Sequoia?
- On which continent Mexico is located?