

# Wonders of Water Grade 1 Primary Program: We Need Water



### **Description:**

Students will learn about the Needs of Living Things, focusing on water and our relationship to our local watershed. Building empathy and understanding through the life of a Leopard frog, students will flow through a series of stories, songs, and games, all anchored in vital water education messages. Students will also help to develop a plan to better understand how their actions can have a positive impact in teaching our community about local water and how we all work to protect the water we need.

#### **Curriculum Links - Grade 1 Needs And Characteristics Of Living Things**

#### **Overall Expectations:**

- 1. Assess the role of humans in maintaining a healthy environment
- 2. Investigate needs and characteristics of plants and animals, including humans
- 3. Demonstrate an understanding of the basic needs and characteristics of plants and animals, including humans

## **Specific Expectations:**

- 1.1 Identify personal action that they themselves can take to help maintain a healthy environment for living things, including humans
- 2.2 Describe changes or problems that could result from the loss of some kinds of living things that are part of everyday life
- 2.2 Investigate and compare the basic needs of humans and other living things [especially water related]
- 2.3 Investigate and compare the physical characteristics of a variety of plants and animals, including humans
- 2.6 Use appropriate science and technology vocabulary, including investigation, explore, needs, space, and food in written communication
- 3.1 Identify environment as the area in which something or someone exists or lives
- 3.4 describe the characteristics of healthy environment including clean air and water and nutritious food and explain why it is important for all living things to have a healthy environment
- 3.5 Describe how showing care and respect for all living things helps to maintain a healthy environment

#### **Key Vocabulary:**

Water Needs Environment