

Lesson Plan

Five Themes of Geography

Subject:

Social Studies

Grade:

5-7

Objective:

After using the Interactive PowerPoint Game, Five Themes of Geography, students will increase their knowledge of the five themes of geography: movement, regions, human environment interaction, location, and place.

Standards:

Social Studies Standards:

II. Geographic Perspective

Content Standard 1: All students will describe, compare, and explain the locations and characteristics of places, cultures, and settlements. (People, Places and Cultures)

Content Standard 3: All students will describe, compare, and explain the locations and characteristics of economic activities, trade, political activities, migration, information flow, and the interrelationships among them. (Location, Movement and Connections)

Content Standard 4: All students will describe and compare characteristics of ecosystems, states, regions, countries, major world regions, and patterns and explain the processes that created them. (Regions, Patterns and Processes)

Technology Standards

Content Standard 2: All students will use technologies to input, retrieve, organize, manipulate, evaluate, and communicate information. Retrieve, communicate and input information using a technological system (voice, data, video, graphics, etc).

Materials:

Students

- Paper and pencil so students can keep score on their own
- Computer (amount can vary)

Classroom Organization

- 1 computer - students will be organized into 2 or 3 teams. They will need to keep score on their own, or you may have one student keep score for everyone. The game will be saved as a pps file on the desktop, and the teacher will direct based upon student response. This computer should be wired by s-video to a classroom television or an LCD projector so all students can view show.
- Computer Lab - one computer for each student. The game will be saved on the desktop as a pps file with a link showing *Geography Game*. The students will run their own game and keep score on their own.

Procedure:

- This game should take about 20-30 minutes to complete.
- It should be used AFTER a lesson that explains the five themes of geography.
- Depending on the classroom set-up, the program may be run by a student or the teacher.
- If in a one computer classroom, students will choose numbers to find out who goes first.
- The computer operator will then verify the student choices and responses and click the appropriate button. Make sure to keep track of which categories and values have been chosen.
- As a follow-up activity, have the students write one sentence describing each of the five themes of geography.

Variations

- Based upon the students reading level, the questions and answers can be read to the students.