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| **Subject:** | Science |
| **Title:** | It’s an Electric Game |
| **Grade Level:** | 5 |
| **Purpose:** | * Students think of all the objects in an arena that use electricity. * To help increase hockey vocabulary. |
| **Curricular**  **Connections:** | * Identify example applications of electrical devices in the manmade environment, and classify the kinds of uses. Categories of electrical use may include such things as: heating, lighting, communicating, moving, and computing. * Design and construct circuits that operate lights and other electrical devices. |
| **Materials:** | * Pencil/eraser * Handout: “It’s an Electric Game” * Poster paper (if doing extension). |
| **Activity:** | 1. Handout “It’s an Electric Game” handout. \*Students can use more than 1 copy if needed. 2. Students fill out how electricity is an important part of hockey – thinking of the arena, equipment etc.   Examples: Lights, scoreboard, Zamboni, skate sharpener, concessions, popcorn maker etc. Explain why it’s important to have this equipment in an arena.   1. As a class, discuss their responses. At this time, students will be adding to their own lists. If needed, ask questions to get other responses. |
| **Extension:** | * In groups of 4 or 5, they can create large pictures showing a cutaway of an arena with pictures of the equipment, machines etc. that use electricity. |
| **Assessment:** | * Student participation during class discussion. * Hand in “It’s an Electric Game” & group poster (if doing extension). |

**It’s an Electric Game**

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| **Equipment/machine that uses electricity** | **Why is it important to have this**  **Equipment in an arena?** |
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