|  |  |
| --- | --- |
| **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**

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