



Aquarium Webcam Resource Kit
Lesson 2: “Fish for a Day”
K-2nd Grade

Next Generation Science Standards:

- **1-LS1-1** Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.

Supplies:

- “Fish for a Day” video
- Ocean Ranger Worksheets
- Computer & projector to show the Tropical and Fish Sex Change exhibit
<http://www.aquariumofpacific.org/exhibits/webcams>

Step 1: Play “Fish” Video & Follow up

- Prompts
 - How do fish move through the water? What did Scuba Shara use?
 - What do fish have on the outside of their bodies for protection? What do we have?
 - What special parts do fish have to breathe underwater?

Step 2: Webcams and Ocean Ranger Worksheet

- Watch the webcams while students work on their Ocean Ranger worksheet.
Directions:
 - Pick two animals to observe and draw. Looking at these two fish, what can they find that are the same (*fins, gills, scales, eyes*), and what is different (*shape, color, mouth*)?
 - Compare a scuba diver to a fish. This can be done as a group or on an individual basis.
 - Draw yourself as a scuba diver. Think of the parts that you will need.
- Class discussion:
 - What would you like to explore underwater if you were a scuba diver?

Step 3: Class Discussion & Build-a-Fish

- What special parts do fish have?
- Build-a-fish: <http://www.aquariumofpacific.org/teachers/buildafish/>
Interactive game used to review fish parts in relation to habitats.

Extended

- Watch the Aquarium during a Blue Caver or Tropical Pacific dive show to see scuba divers in the water. http://www.aquariumofpacific.org/visit/presentations_tours/