

STRATEGY SCRIPT #1

Strategy: Chain Concept Map **Content:** Life Science

Title: "Who's Gonna Eat Who"

Time Required: 30 Minutes **Number of Participants:** 25

Target Audience: 7th and 8th Graders

Goal of Activity: To define the predator prey relationship for different types of biological organisms.

Purpose of Script: Demonstrate the use of a Chain Concept Map as a learning strategy.

Learning Outcome(s), Gagnes Taxonomy: Defined Concepts

Learning Outcome(s), HEO Taxonomy: Knowledge

Learner Characteristics: Completed the Sixth Grade.

Entry Skills: Minimum 6th grade reading comprehension level.

Setting: Computer or Classroom

Media: Computers and computer technician.

Process: A series of boxes are presented to the learner on the computer screen in a five by five matrix design. Illustrations of various organisms (i.e., insects, birds, grass) are presented at the base of the computer screen. The objective of the exercise is to move the organisms to the correct box in the matrix and to then connect the box to other boxes to denote potential food sources and predators. The illustrations of organisms are moved to designated boxes using movable object format. Lines are then drawn from one box to another by clicking designated nodes on the boxes, which also draws an arrow in the direction of the upper level box.

This exercise will provide the following features to the learner:

- o Ability to change the animal selections.
- o Sound effects for various organisms by clicking the organism.
- o Ability to put a time limit on the selection process.
 - o Verbal and audio feedback will be provided for correct and incorrect responses.
- o Automatic scoring.

This exercise can be adapted for use in a text-based, pencil and paper format.

Strategy Assessment: Computer-based assessment.

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References: West, C.K., Farmer, J. A., and Wolff, P.M., *Instructional Design: Implications From Cognitive Science*, University of Illinois at Urbana-Champaign.

