Grade Level: 1st   **Subject Focus:** Science   **Date:** 06/15/2020

Georgia Standard of Excellence (GSE)	
Learning Target(s) Targets must be aligned to the GSE and with the assessment(s); targets should be stated as measurable (e.g. 'I can' statements for students).	**Students will be able to correctly identify different parts of a fish. Students will also learn the name of different fish while being able to contrast them as well.**
Materials What resources will be needed to engage students? Be as precise as possible	**Glue, scissors, cardboard, computer paper, markers and any device able to browse the internet (mobile device, computer, tablet)**
Oxbow @ Home Project Describe your project. Include the steps and directions that students and/or parents would need to follow	**The project involves the student and parent using the computer paper to cut and color to create their very own fish. Together they both will identify different parts of a fish and browse the internet to find the name of a fish that closely resembles theirs.**

**** Also attach a word document/movie/some sort of tangible product. Worksheets, puzzle pieces, game boards, etc… need to also be included as a word document or a printable pdf. The total amount of material uploaded to CougarVIEW and emailed to Ms. Johnson should be 5-10 pages. Please use as few attachments as possible.**

Name: Jarod Lewis

Date: 06/15/2020

Assignment: Service-Learning Project

Find Your Fish

Material: Scissors, markers, computer paper, glue, and internet capable device.

Instructions: Parents will assist the child in creating their very own fish. Together you both will use the picture below to cut the shape of a fish out of computer paper. The child will then color the fish that was created and glue it to the cardboard. Once it is glued to the cardboard, you and your child will name as many parts of the created fish as possible. Together you will write down the parts next to where they were named. The both of you will then go online using a computer, tablet, or a mobile device to look at different fish in order to decide which one closely resembles your created fish. Once one has been chosen, compare them both and find the name of the fish.