

## Pre-Launch Lesson Plan

### PLANET I | SECOND GRADE SLEUTHS

#### Objectives

- Students identify and describe different kinds of tools people use at work.
- Students recognize that different kinds of jobs use different kinds of tools.

#### Preparation & Materials Needed

- Bring the following tools from home (or print pictures/slides of these items) and place in a box or other container so students cannot see them until you show them:
  - A tape measure.
  - A laptop computer.
  - A wrench.
  - A calculator.
  - A pair of eyeglasses.
  - A spatula.
  - A paintbrush.
  - (Other related items such as a tennis racket, spray cleaner/starch, a tie, brief case, piece of chalk, shovel, adhesive bandages, retail coffee cup, etc.)
- Chalkboard/whiteboard or chart paper.

#### Lesson Plan

*Total Time: 10-15 minutes*

##### **INTRODUCTION**

**4-6 Minutes**

To introduce Level 2, Galaxy Planet I, tell students that in today's lesson they are going to practice being a "sleuth." Explain that a sleuth is a person who investigates or searches for something and that Planet I is all about occupations in which people enjoy investigating things. People on Planet I also like discovering how things work.

Ask students if they have ever been curious about how something worked. What was it and how did they investigate it?

Explain that being investigative typically involves asking a lot of questions. When students are learning math or science or art lessons in school, they are engaging in an investigation of sorts – learning and discovering how to do something by asking questions.



**ACTIVITY**

**6-8 Minutes**

Tell students that for the next few minutes the class is going to pretend to be “sleuths” in a game called ‘Who Might Use This Tool?’

Explain that you will show students a tool and that they are to guess the names of possible occupations in which that tool might be used.

Remind students that oftentimes one tool can be used by individuals in many different occupations. If you wish, require students to raise their hand so that you can hear each occupational guess one at a time.

Begin showing students items from the Materials Needed list. See how many occupations students can guess for each item. If a guess is questionable, ask the student to explain in more detail.

At the conclusion of the game, ask students if they liked participating in the game and what tools they might enjoy using. Share that knowing what tools we like to use can often give us clues as to what future occupations we might find interesting.

**CONCLUSION**

**1-2 Minutes**

Tell students the activity they participated in is much like the activities that workers in Investigative careers enjoy. As they prepare to launch to Planet I, instruct students to watch for tools that investigators and other sleuths use.

**2I ACTIVITY | INVESTIGATING PROBLEM-SOLVING**

## Searching for Solutions

My Name: \_\_\_\_\_

	List possible solutions in the spaces below:
1. Squeelo is repairing a car and realizes the wrench she is using isn't the right size. What could Squeelo do?	
2. Sleeb is a food scientist and uses a microphone to look for very small diseases in food. One day the light in Sleeb's microscope goes out. What could Sleeb do?	
3. Lightyear Lane is a veterinary technician but has very sensitive hearing. One day a dog barks so loud that it hurts Lightyear's ears. What could Lightyear do?	
4. Zeeb is a computer technician. One day when trying to fix a laptop computer it stops working. Zeeb can't get the mouse or the computer screen to work. What could Zeeb do?	

**2I ACTIVITY | INVESTIGATING PROBLEM-SOLVING**

## Searching for Solutions

My Name: \_\_\_\_\_

	<b>Circle the answer that is not the best solution:</b>
1. Squeelo is repairing a car and realizes the wrench she is using isn't the right size. What could Squeelo do?	Ask another repair person for help.
	Find another tool of the right size.
	Look at an instruction manual or video.
	Sit and wait for something to change.
2. Sleeb is a food scientist and uses a microphone to look for very small diseases in food. One day the light in Sleeb's microscope goes out. What could Sleeb do?	Find out where the light bulb is and replace it.
	Go home.
	Send the microscope to a repair place.
	Ask for help.
3. Lightyear Lane is a veterinary technician but has very sensitive hearing. One day a dog barks so loud that it hurts Lightyear's ears. What could Lightyear do?	Buy and use ear plugs at work.
	Try to work with other animals instead of dogs.
	Say you will only work with dogs that don't bark.
	Stand farther away from dogs when possible.
4. Zeeb is a computer technician. One day when trying to fix a laptop computer it stops working. Zeeb can't get the mouse or the computer screen to work. What could Zeeb do?	Go get a snack.
	Call a computer repair business.
	Ask for help from someone else in the room.
	Take the computer battery out or unplug it.