

The Shape of Change
By Rob Quaden and Alan Ticotsky with Debra Lyneis
Overview of Lessons

- Lesson 1 The In and Out Game *(Introduces and reinforces the understanding of change over time.)*
- Lesson 2 Making Friends *(Students discover the effect of rates of growth.)*
- Lesson 3 The Mammoth Game *(Teams play with dice to track the growth and decline of a herd of twenty mammoths.)*
- Lesson 4 It's Cool *(Students engage in the scientific method as they measure, record, and graph the changing temperature of a cooling cup of boiling water.)*
- Lesson 5 The Infection Game *(Students play a game to simulate the spread of an epidemic.)*
- Lesson 6 The Tree Game *(Students explore what happens to the number of trees in a forest over time as a forester plants and harvests a certain number of trees each year.)*
- Lesson 7 The Tree Game Puzzle *(An extension of the Tree Game with different planting and harvesting policies.)*
- Lesson 8 The Rainforest Game *(Students learn about the delays in managing a renewable resource.)*
- Lesson 9 The Connection Game *(Students play game where their movements around the room depend upon the movements of players.)*
- Lesson 10 Do You Want Fries With That? Learning about Connection Circles *(Students use connection circles to generate ideas about changing conditions within a system.)*
- Lesson 11 Keystone Species in an Ecosystem; Using Connection Circles to Tell the Story *(Students read a chapter from a science book and use connection circles to unravel a mystery of nature.)*