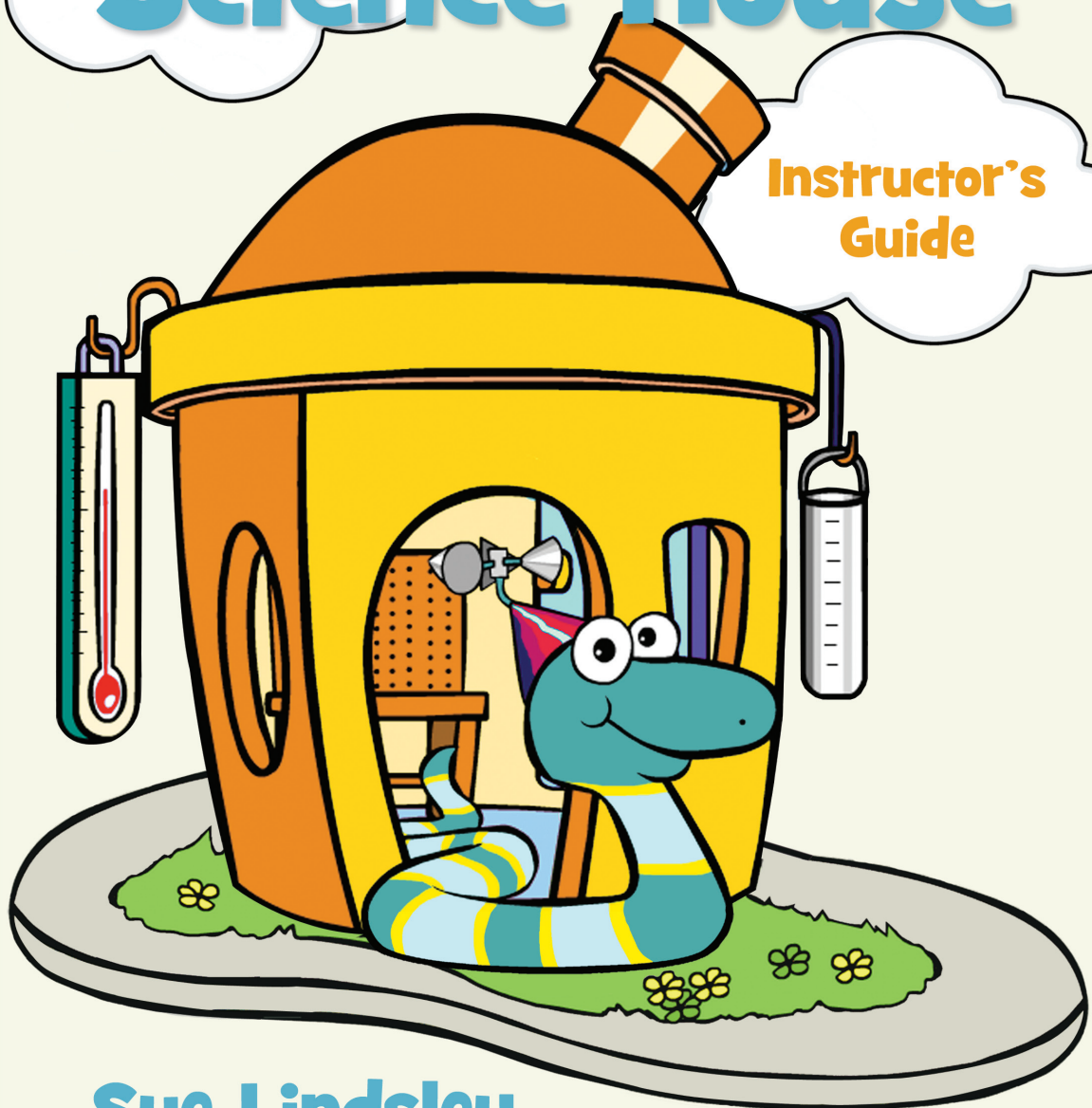
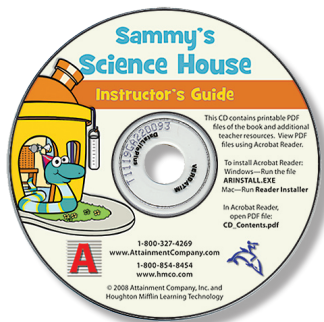


Sammy's Science House

Instructor's
Guide



Sue Lindsley



Win CD

This CD contains a printable PDF of the entire book. You can review and print pages from your computer. The PDF (portable document format) file requires Acrobat Reader software.

If you have Acrobat Reader software already on your computer, open the file **SSH_instructorguide.pdf** from the CD.

To install Acrobat Reader:

Windows: Run **ARINSTALL.EXE** on the CD.

Mac: Run **Reader Installer** on the CD.

After installation, run Acrobat Reader and open the file **SSH_instructorguide.pdf** from the CD.

Author: Sue Lindsley

Editor: Tom Kinney

Graphic Design: Heidi Barnhill

Book Production: Marcy Weiland

ISBN 1-57861-657-3

Printed in the United States of America

Sammy's Science House Instructor's Guide is based upon the Sammy's Science House software program from Houghton Mifflin Company, an affiliate of Riverdeep Interactive.

All rights reserved. No part of this book may be reproduced or utilized in any form, electronic or mechanical. This copyright notice may be superseded by a license, purchased separately, that allows duplication of contents.

© 2008 Attainment Company, Inc. and Houghton Mifflin Company, an affiliate of Riverdeep Interactive.

Attainment Company, Inc.

P.O. Box 930160 • Verona, WI 53593-0160 • USA

1-800-327-4269

www.AttainmentCompany.com



HOUGHTON MIFFLIN
LEARNING TECHNOLOGY

222 Berkeley Street • Boston, MA 02116 • USA

1-800-854-8454

www.hmco.com

Table of Contents

Introduction	4
1. Weather Machine	5
Objectives and vocabulary	6
Worksheets, cards, and experiments	7–29
Assessment	30
2. Recycle It!	31
Objectives and vocabulary	32
Worksheets, extended activities, and games	33–56
Assessment	57
3. Workshop	59
Objectives and vocabulary	60–61
Worksheets, building with shapes, and using a plan	62–80
Assessment	81
4. Sorting Station	83
Objectives and vocabulary	84
Teaching pages and extensions	85–99
Assessment.....	100
5. Make a Movie	101
Objectives, software directions, and vocabulary words	102
Worksheets, game board, and extensions	103–112
Assessment	113
6. Acorn Pond	115
Objectives and vocabulary words	116–117
Worksheets, activity cards	118–135
Assessment	136
7. Create-a-Critter	137
Objectives and vocabulary	138
Create a Critter cards, worksheets, and additional activities	139–159
Assessment	160–161
Teacher Guide	163
About the Author	166

Introduction











Sammy’s Science House Instructor’s Guide is a companion book to the corresponding software program. The chapters do not need to be followed in order; instead, the worksheets, games, experiments and extensions are designed to give the student additional practice on designated science concepts. It is strongly recommended that teachers read the objectives and vocabulary found at the beginning of each chapter before starting the program with students.

OBJECTIVES: Objectives are taken from the tests at the end of each chapter. They are written in performance criteria and can be changed to match IEP goals.

WORKBOOK AND GAMES: Each of the seven chapters, or science units, has a variety of materials including worksheets, vocabulary, games, and some hands-on science experiments. The teacher may use these in the order given or best suited to the need of the student.

The teacher will read the worksheet directions aloud. They contain symbols indicating “point to” or “circle” the correct answer. As students become familiar with the format, symbols allow them to become more independent in completing the worksheets. Bonus and challenge activities are optional. A teacher may need to change some game rules if it benefits the student.

Round icons at top corner of page indicate how the page is to be used:

	Hands-on activity page
	Idea or extension page
	Teacher reads directions and student  or  correct answer
	Science experiment
	Page to use with cards
	Assessment
	Use this page with the computer program
	Objectives and vocabulary words

See page 163 for a comprehensive teacher guide.



Recycle It!

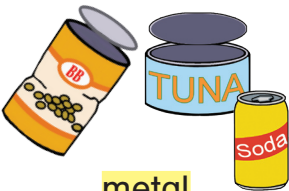








Recycle It! Objectives

1. Can identify plastic, metal, paper, and glass items that are recycled.
2. Can identify the appropriate container for a recyclable item.
3. Can identify items that go into a compost pile.
4. Can state how large items are recycled.
5. Can state two ways litter is harmful to an environment.
6. Can identify two items that are made from recyclable materials.
7. Can state two reasons why all people should recycle trash.

Recycle It! Vocabulary Words

 recycle	 recycling bin	 plastic	 metal
 paper	 glass	 compost pile	 litter
 beach	 schoolyard	 park	 town




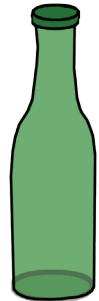
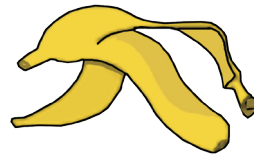
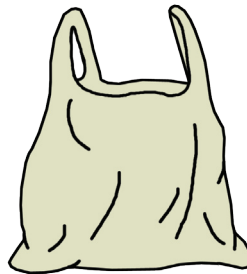
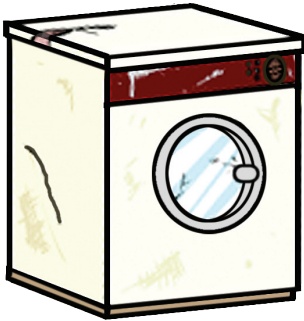
Learning About Recycling

My name is Helpful.


I am here to help you learn about **recycling**.

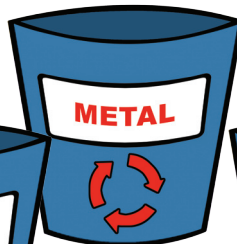
Directions: Remember, **litter** hurts the world we live in.

 to the **litter** that must be cleaned up and **recycled**.



Directions: Remember, it is important to **recycle** and clean up **litter** to protect the Earth.

 to the **recycle** bins and tell what kind of **litter** goes in each one.





Name _____

Date _____



Compost Pile

Let's learn about a **compost pile**.

Ingredients

To make a compost pile you will need:

1. a little dirt
2. grass clippings
3. leaves
4. garbage: vegetables, fruits, and egg shells
5. some water
6. a shovel

Turn the compost over from time to time.

Here is what a compost pile can look like.



Remember: A compost pile helps the environment by recycling garbage.
A compost pile helps make the soil better and richer.
Better soil grows healthier plants.

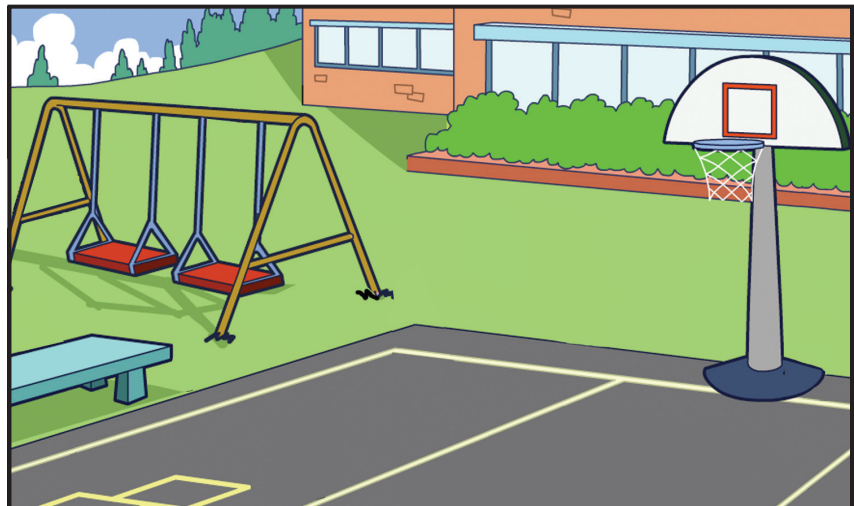


Classroom Activities 1

* A RECYCLE WALK *

1. Review items that are recycled with the student.
2. Label 4 large brown grocery bags
plastic
paper
metal
glass (The teacher should carry this bag.)
3. Take a walk around the school building or playground.
Option: A walk around the neighborhood could also be done.
4. As the students pick up litter, prompt them to place the item in the correct bag.
5. After the walk has been completed, empty the bags of litter on a table, keeping each pile separate.
6. Prompt the students to discover how the items in each bag differ.

Example: Paper is soft and can be crumpled while metal is hard and often shiny.



Classroom Activities 2

✧ THE RECYCLE GAME ✧

Photocopy recycle bins from pages 40–44. Use the enclosed **Recycle It!** cards, or photocopy more from pages 45–50.

1. Lay out the recycle bins in a row.
2. Shuffle the cards and place them in a pile, picture side up.
3. The student draws a card and puts it in the correct recycle bin.
4. The student checks her answer by turning the card over.
5. The player gets 1 point for the correct answer and no score if incorrect. If the card was placed incorrectly, the player puts it on the bottom of the pile.
6. The next player takes his turn.
7. Continue until all the cards have been placed in bins.
8. The players add up their points.
9. The highest score “wins.”



Note: The student may need to review the **Recycle It!** program before playing the game.



RECYCLE IT

Recycle Game



Card 1

RECYCLE IT

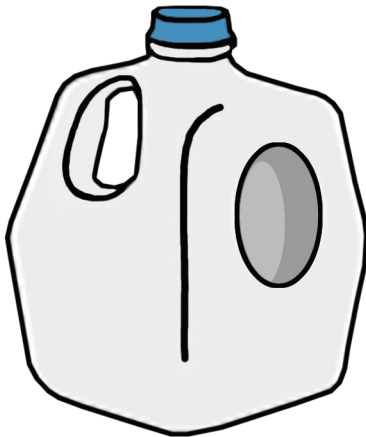
Recycle Game



Card 2

RECYCLE IT

Recycle Game



Card 3

RECYCLE IT

Recycle Game



Card 4

RECYCLE IT

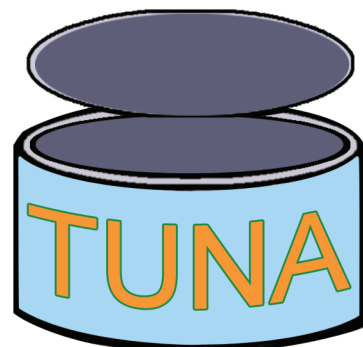
Recycle Game



Card 5

RECYCLE IT

Recycle Game



Card 6

RECYCLE IT

paper

Card 2

RECYCLE IT

metal

Card 1

RECYCLE IT

compost

Card 4

RECYCLE IT

plastic

Card 3

RECYCLE IT

metal

Card 6

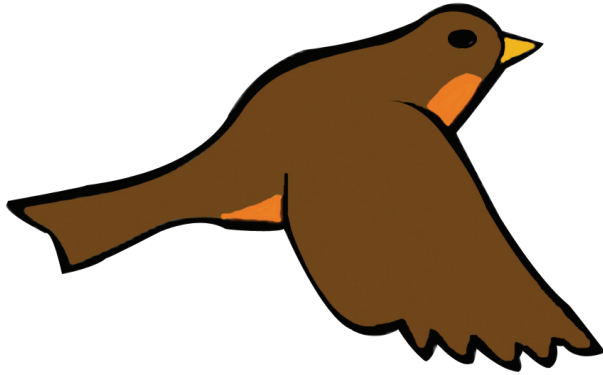
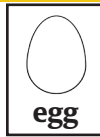
RECYCLE IT

glass/plastic

Card 5

ACORN POND

robin



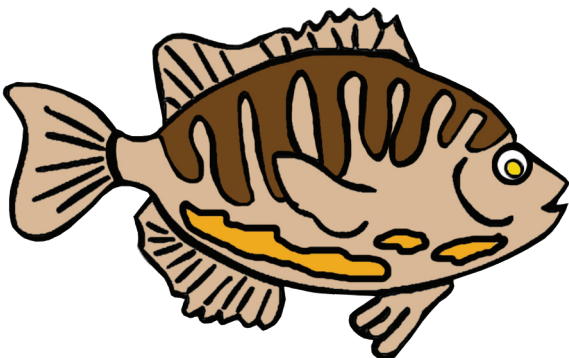
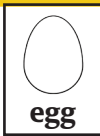
ACORN POND

raccoon



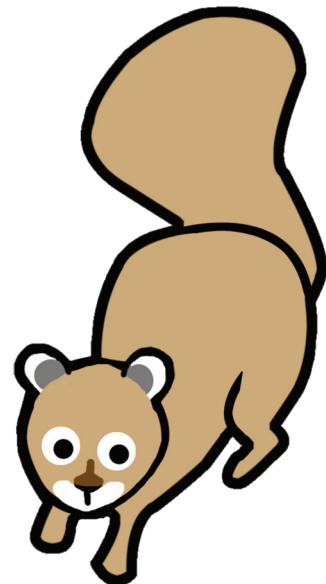
ACORN POND

sunfish



ACORN POND

squirrel



ACORN POND

rabbit



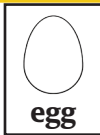
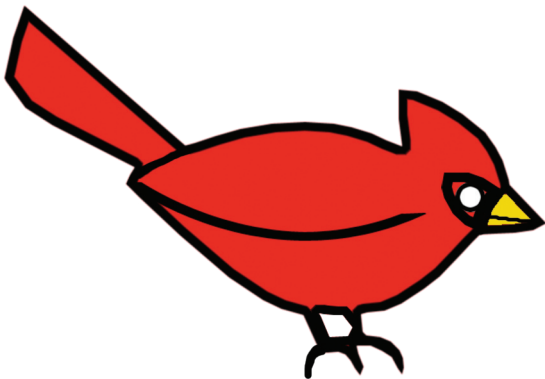
ACORN POND

monarch
butterfly



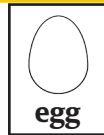
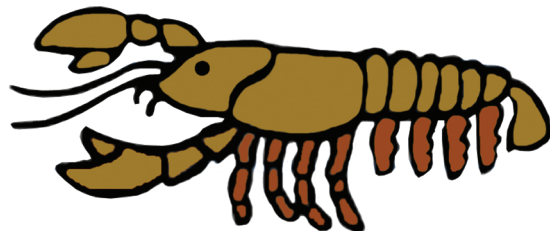
ACORN POND

cardinal



ACORN POND

crayfish





Attainment Company, Inc.

P.O. Box 930160 • Verona, WI 53593 • USA

1-800-327-4269

www.AttainmentCompany.com



HOUGHTON MIFFLIN
LEARNING TECHNOLOGY

222 Berkeley Street • Boston, MA 02116 • USA

1-800-854-8454

www.hmco.com

ISBN 1-57861-657-3



9 7 8 1 5 7 8 6 1 6 5 7 2