B-Aware! A Brain/Multiple Intelligence Awareness Unit

Unit: B-Aware! A Brain/Multiple Intelligence Awareness Unit Teacher: Deb Marocco Subject(s): Science, Technology, Language Arts			Grade Level: 6th Time frame: 4 weeks
Goal(s): Given profile	Intelligences:	Technologies:	NETS for Students:
from MI survey student will explore, research and apply MI knowledge	IA IE	Web	1.1 Independent Reading 1.2 Reading Critically
appropriately as measured by their		Email	1.3 Reading, Analyzing, Interpreting
successful identification,		Videos (Bill	1.4 Types of Writing
development and		Nye, Nova,	1.5 Quality of Writing
presentation of a project focused on the brain.		Scientific American	1.6 Speaking & Listening 1.7 Research
locused on the brain.		Frontiers)	3.1 Unifying Themes
		1 Tolletois)	3.2 Inquiry & Design
		DVD camera	3.3 Biological Sciences
			3.6 Technology Education
		Powerpoint	3.7 Technological Devices
		D . G	3.8 Science, Technology &
		Brain Game Software	Human Endeavors
Materials:		Software	Intelligences:
Witter rais.			intengences.
Pencil, Paper, Cranium Game, Brain Mold, Plaster, Paints, Jello, Brain Monopoly Game, Brain Model, Modeling Clay			ML VS BK NT
Daily Tasks:			Intelligences:
WEEK 1 DAY 1: Take MI survey, tally and discuss results			VL ML BK
DAY 2 and 3: Reflect on MI strengths/weaknesses while involved in various brain activities (i.e. Cranium, Dr. Brain)			All multiple intelligences
DAY 4: Explore Neuroscience for Kids web page-Brain Games; chat with MI partner(s) via email			VS BK IE
DAY 5: View Brain videos: When watching videos use <i>Roundtable Recording</i> activity. Pencil and paper is passed around from student to student as each records something under "What I know about the brain" and "One question I still have about the brain"			VL BK IE IA

WEEK 2:	
Study brain anatomy:	
Make vocabulary cards and review	VL
Pronunciation	LM
Map out flow chart for divisions of brain and	
Nervous system	VS
Draw icons or pictures for vocabulary	MR
Choose a musical instrument or sound or song	
For each word	BK
Create brain model from clay for each word	IE
Compare brain to computer	IR
Review neuroscience timeline and biographies	NT
Review animal/human brain/skull	EX
comparisons	VL BK
Review and create brain metaphors	
Activities:	
Walk it to Know it-uses floor flow chart of brain and nervous	
system division vocabulary. Students walk as they verbalize	
each word by recognition of word or picture card or model or	
sound	
Match Game-students are given vocabulary word card or	
picture card or sound/instrument or definition and walk to	
other students to find their match	
WEEK 3:	VL
Study brain activity (Choose topic, formulate	LM
question/problem, research and present)	VS
Eating/Speaking	MR
Memory/Learning	BK
Seeing	IE
Hearing	IR
Moving/Feeling	NT
Smelling/Tasting	EX
Neuroscience careers	
Neuroscience careers	
Biological Rhythms/Animal Senses	
Biological Rhythms/Animal Senses	All (class brain movie)

Assessment: Intelligences: PARTICIPATION RUBRIC: Attendance, Engagement, Listening, Preparation (from teachers.teach-nology.com) BK VL BK IE IA QUIZ: Matching MI with definition All: Student Choice ACADEMIC PROMPT: How does your MI profile relate to your brain project? Using your _____intelligence answer What does your brain do? How can you take care of your brain? RESEARCH RUBRIC: Question/problem/ideas generation, conclusions reached, information gathering, summary paragraph, punctuation & capitalization & spelling (from teach-nology.com) PROJECT RUBRIC: Vision, Organization, Time

Management, Knowledge Acquisition, Communication, Format, Speaking & Writing, Structure, Creativity,

PRESENTATION RUBRIC: Organization, Content

Visuals, Mechanics, Delivery (from teach-nology.com)

Demonstration (from teach-nology.com)

Knowledge,