Life Cycle of the Butterfly

Mr. Landreville
Learning Objectives

The Student will be able to:

• Learn about the life cycle of a butterfly and why it occurs.
• Successfully identify the four stages of the butterfly cycle.
• Utilizing the website www.softschools.com/science/butterfly, construct their own butterfly life cycle project to prove comprehension of subject.
Activities

Introduction:
• Explain that butterflies are insects that come in many shapes, sizes, and colors. Ask them what color butterflies they have seen.

Learning activities:
• Read the book "The Very Hungry Caterpillar"
• Reinforce their knowledge of the four cycles (egg, caterpillar, cocoon, and butterfly) by talking about the book.
• Have children use the various caterpillar stage worksheets and games for children [Website](www.softschools.com/science/butterfly).
Essential Questions

1. What is the process called when a caterpillar turns into a butterfly?
2. Place the life cycle of the butterfly in the correct order – egg, caterpillar, pupa, butterfly
3. Why does the animal go through this changing process?
4. How long does it take for the egg to turn into a butterfly?
112.2. Science, Kindergarten

A. Introduction of Science

2. Recurring themes are pervasive in sciences, mathematics, and technology. These ideas transcend disciplinary boundaries and include patterns, cycles, systems, models, and change and constancy.

4. (D) Students will investigate the life cycle of plants and identify likenesses between parents and offspring.

B. Knowledge and Skills

2. Scientific investigation and reasoning.
   (A) ask questions about organisms, objects, and events observed in the natural world;
   (E) communicate observations with others about simple descriptive investigations.

   (C) explore that scientists investigate different things in the natural world and use tools to help in their investigations.
4. Scientific investigation and reasoning.
   (B) use senses as a tool of observation to identify properties and patterns of organisms, objects, and events in the environment.

126.2. Technology Applications, Kindergarten-Grade 2.
7. Solving problems.
   (A) use software programs with audio, video, and graphics to enhance learning experiences;
   (B) use appropriate software, including the use of word processing and multimedia, to express ideas and solve problems.
8. Solving problems
   (A) use communication tools to participate in group projects;
   (B) use electronic tools and research skills to build a knowledge base regarding a topic, task, or assignment.
Citations

http://media.photobucket.com/image/butterfly/90kristen90jenn90/23.jpg

www.kidzone.ws/animals/monarch_butterfly.html

http://www.tea.state.tx.us/index.aspx

www.softschools.com/science/butterfly