SoCalREN | Kits for Kids



Lesson Plan

Guiding Question:

How can the choices we make at home help us use energy wisely, be ready for a power outage, and build a more resilient community?

Goal:

Conserve energy + use efficient tools + prepare + work together = build an energy-resilient community.
Students follow Fuzzy and Specter through short story videos in the lesson PowerPoint. Between videos, teacher-led questions help students notice how energy is used; define **conserve, efficient,** and **resilient;** and discuss how preparation helps a household handle a power outage.

Students record their thinking on the **Fuzzy's Monster Mission** worksheet, apply the logic to choices in the game, review the key words, and take a kit home to use with an adult.

Meets the Following California Department of Education Next Generation Science Standards (NGSS):

- 3-ESS3-1: Make a claim about the merit of a design solution that reduces the impacts of a weather-related hazard.
  In this lesson: Students explain what helped Fuzzy and Specter get ready for a hot-day outage.
- 3-5-ETS1-2: Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.
  In this lesson: Students compare the incandescent bulb with the LED and weigh the effectiveness of various items and actions in the game.

THIRD GRADE • CROSS-CURRICULAR CONNECTIONS

ELA/ELD/LITERACY

SL.3.1: Engage in collaborative discussions.

W.3.1: Support an opinion with reasons.

CA ELD

ELD.PI.3.1.Em/Ex/Br: Exchange information and ideas.

ELD.PI.3.11.Em/Ex/Br: Support opinions with reasons/evidence.

HEALTH

3.6.1.M: Make a plan to help at home and show family responsibility.

HISTORY–SOCIAL SCIENCE

HSS-3.4.2: Discuss the importance of public virtue and the role of citizens, including how to participate in a classroom, in the community, and in civic life.

FOURTH GRADE • CROSS-CURRICULAR CONNECTIONS

ELA/LITERACY

SL.4.1: Engage in collaborative discussions.

W.4.1: Support a viewpoint with reasons and information.

CA ELD

ELD.PI.4.1.Em/Ex/Br: Exchange information and ideas.

ELD.PI.4.11a.Em/Ex/Br: Support opinions with reasons/evidence.

HEALTH

4.7.2.S: Practice disaster preparedness at home and school.

4.8.1.S: Encourage specific measures to improve home or school safety.

For more information on these and other California Department of Education standards, visit cde.ca.gov/ci/pl/ngssstandards.asp.

Objectives for Students:

- Identify how energy is used in everyday life.
- Understand the differences between energy conservation, efficiency, and resiliency.
- Identify ways people can make smart energy choices at home.

Pre-Lesson Preparations:

1. Decide when to teach the lesson; the teacher flyer lists monthly tie-ins.
2. Print one two-sided worksheet per student (Fuzzy's Monster Mission front, Spot the Difference back) and keep the teacher key on hand.
3. Review the lesson PowerPoint, complete any customization, and then test the story videos and audio in presentation mode.
4. Decide whether the class will play the game together on a large screen or students will play on laptops. Then confirm the link works and/or share it with students.
5. Have one Kits for Kids kit ready for each student.

Total Time: 30 minutes

TIME	TEACHER ACTION	RESOURCES
3 min	**WARM UP** (SLIDES 1–3) **Goal:** Welcome students, set expectations, and introduce energy efficiency. • Review the objectives and agenda. • Ask students to complete worksheet question 1, then discuss other items at home that use energy.	Lesson PowerPoint and a large screen Fuzzy's Monster Mission worksheet Fuzzy's Monster Mission teacher key Pencils

9 min	**LESSON** (SLIDES 4–12)
	Goal: Teach conservation, efficiency, preparation, and resilience.
	• Discuss factors that can increase or decrease a refrigerator's energy use.
	• Play the story videos.
	  • Pause after each video to define key terms, discuss energy-efficient products, and record ways Fuzzy and Specter prepared for an outage.
	  • Ask students to complete worksheet questions 2–4 and share responses between videos.
		Lesson PowerPoint and a large screen
		Fuzzy's Monster Mission worksheet
		Fuzzy's Monster Mission teacher key
		Pencils

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TIME	TEACHER ACTION	RESOURCES
10 min	**GAME** (SLIDE 13) **Goal:** Apply the story's lessons to the scenarios Fuzzy encounters in the game. Play Fuzzy's Resilient Energy Adventure. **OPTION A: PLAY AS A CLASS.** • Launch the game from the presentation. • Provide general guidance and behavioral expectations. • Ask students which rooms, actions, and/or items they want to try as you play the game together. **OPTION B: LET STUDENTS PLAY INDEPENDENTLY.** • Share the game URL and/or provide students with a direct link on their laptops/tablets. • Provide general guidance and behavioral expectations. • Walk around the room and assist as needed.	Game link Large screen or student laptops
3 min	**COOLDOWN** (SLIDES 14–18) **Goal:** Review the key words. • Guide students through the energy review portion of their worksheet.	Lesson PowerPoint and a large screen Fuzzy's Monster Mission worksheet Fuzzy's Monster Mission teacher key Pencils
5 min	**KITS** (SLIDES 19–21) **Goal:** Explain take-home expectations and distribute kits. • Inform students that the Spot the Difference activity on the back of the worksheet is optional. • Distribute student kits. • Explain the take-home steps.	Student kits Verification cards Fuzzy's Monster Mission worksheet (back page) Pencils

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