

Virtual Field Trip Components

Video Introduction

This video introduces the virtual field trip and Circuit the Robot, an animated character created by the Johnson Geo Centre for our virtual field trips.

Section 1: Let's Rock!

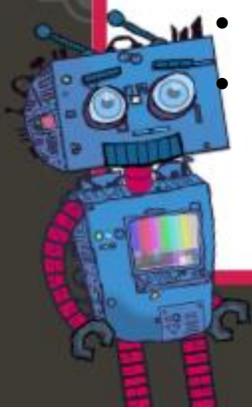
In this section, students will learn about different types of rocks, how they are formed, and their physical properties. Students will play a virtual matching game to review the rock types and how they form, then they will use our interactive Rock Sort to determine what type of rock their pet rocks are!

- Educational Video: Geology Rocks
- Virtual Game: Where Was I Formed?
- In-class Activity with Interactive Tool: Who's My Pet Rock?
- Virtual 360 tour through the Main Gallery

Section 2: A Few Gems

In this section, students will learn about minerals and their characteristics. In our virtual game Mineral Mayhem, they will learn about different mineral tests, perform them and then use what they have learned to determine the true identity of a "mystery mineral." Then, they can use their persuasive writing skills to convince their friends why a mineral of their choice is "The World's Best Mineral"!

- Educational Video: Marvelous Minerals
- Virtual Game: Mineral Mayhem
- In-class Activity: The World's Best Mineral!



Section 3: Rocks and Minerals All Around Us

In this section, students will learn all about the raw materials in everyday objects, as well as the importance of reducing waste and reusing materials when they can. Students will learn what qualities of certain raw materials make them perfect for everyday use in our What's in a House? virtual game. Then they will build robots out of safe waste and will reflect on what steps they and their families might take to reduce their carbon footprint on our planet.

- Educational Video: Show Me What You're Made Of
- Virtual Game: What's in a House?
- In-class Activity: Recycled Robots
- In-class Activity with Interactive Tool: My Carbon Footprint

Section 4: Power to the Pebble

In this section, students will learn all about weathering and erosion, important processes that make huge changes to the land around us. They will watch a video demonstration of erosion on a small scale and they will look for signs of weathering and erosion in the neighbourhood around their schools with our Weathering and Erosion Bingo sheets.

- Educational Video: Breaking It Down
- Video Demonstration with Optional In-Class Instructions: Here Comes The Rain Again
- In-Class Activity: Weathering and Erosion Bingo

Video Conclusion

This video reviews all the material covered in the virtual field trip.



Curriculum Links

- 3.0 State a prediction and a hypothesis
- 6.0 Identify appropriate tools, instruments, and materials to complete investigations
- 9.0 Follow procedures
- 11.0 Make observations and collect information that is relevant to the question or problem
- 12.0 Record observations
- 23.0 Communicate procedures and results
- 25.0 Demonstrate that specific terminology is used in science and technology contexts
- 27.0 Describe rocks according to their physical properties
- 28.0 Identify and describe clues about Earth's history contained in rocks
- 29.0 Describe minerals according to their physical properties
- 30.0 Demonstrate processes for investigating scientific questions and solving technological problems
- 31.0 Compare the results of their investigations to those of others and recognize that results may vary
- 32.0 Describe examples, in the home and at school, of tools, techniques, and materials that may be used to respond to their needs
- 33.0 Relate the characteristics of rocks and minerals to their uses
- 37.0 Contemplate their own and their family's impact on natural resources
- 38.0 Describe how personal actions help conserve natural resources and care for living things and their habitats
- 39.0 Describe the effects of wind, water, and ice on the landscape
- 40.0 Model examples of weathering and erosion
- 42.0 Describe how soil is formed from rocks
- 44.0 Describe natural phenomena that cause rapid and significant changes to the landscape