

WEIRD AND WONDERFUL ANIMALS

Lesson Plan

Blowfish Tag

Lesson Plan for *Blowfish*

Grade 2

Objective

To help students review the main ways blowfish respond to the threat of predators.

Things Needed

- *Blowfish* book
- A large, open space for an active game

Before the Activity

Have students read the *Blowfish* book, or read it aloud to them.

Activity

To start, turn back to Chapter 3 (“Puffing Up”) and review the three main ways that blowfish respond to the threat of predators: they swim away, puff up, or hide. Puffing up can scare away predators, but it takes up a lot of energy. After deflating, a blowfish might be too tired to escape danger.

To practice this concept, play a game of tag. Choose a few students to be predators. The rest of the class will be blowfish. Students who are predators will try to tag the blowfish. When a predator chases them, students who are blowfish can choose one of three responses. The first option is running away. The second option is puffing up. To puff up, students should jump into a wide stance with feet apart and arms up in the air. While they are in this X shape, predators cannot tag them. However, puffing up takes a lot of energy. So, blowfish can stay puffed up for only 10 seconds. Then they must deflate. And they can only puff up once per game.

The third way blowfish can escape predators is hiding. To hide, students should crouch down into a ball close to the floor. Students can only hide twice per game, and each time they can only hide for 10 seconds.



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Evaluation

Monitor the game to make sure the blowfish are following the rules for each option. If the predators struggle to tag other students, choose some blowfish to convert into predators. The game ends when the predators tag all the blowfish.

Standards

This lesson plan may be used to address the Common Core State Standards' reading standards for informational texts, grade 2 (RI 2.1, 2.8), and the National Science Education Standards' Content Standard C, grades K–4.

