

### 3 Representative Standards – Insects Questivities™

#### 1. Cartoon Character/Cartoon Strip - Synthesis

- **S** *Formulates* that systems have parts and are composed of organisms and objects.
- **S** *Communicates* that organisms, objects, and events have properties and patterns.
- **S** *Discover* characteristics and life cycles of organisms.
- **A** *Analyze* organisms and environments
- **C** *Use* visual structures and functions of art to communicate ideas. (a)

#### 2. Mobile - Knowledge

- **K** *Define* life cycles of organisms
- **K** *Describe* organisms and environment
- **K** *Describe* characteristics of organisms
- **K** *Identify* populations and ecosystems
- **K** *Find* diversity and adaptations of organisms
- **C** *Use* visual structures and functions of art to communicate ideas. (a)

#### 3. Poster - Synthesis

- **S** *Construct* organisms and environments
- **S** *Discover* characteristics of organisms
- **S** *Visualize* populations and ecosystems
- **S** *Communicate* diversity and adaptations of organisms
- **S** *Integrate* visual, spatial, and temporal concepts with content to communicate intended meaning in their art. (a)

#### 4. Dramatic Presentation/Play - Application/Evaluation

- **APP** *Determine* the life cycles of organisms
- **E** *Compare* organisms and environment
- **E** *Assess* characteristics of organisms
- **E** *Support* that living organisms have basic needs
- **APP** *Illustrate* external characteristics of organisms
- **E** *Compare* and give examples of the ways living organisms depend on each other and their environment.
- **E** *Collaborate* to *select* interrelated characters, environments, and situations for classroom dramatization. (fine arts)

#### 5. Game - Evaluation

- **E** *Compare* and give examples of the ways living organisms depend on each other and their environment.
- **E** *Evaluate* organisms and environment
- **E** *Select* life cycles of organisms
- **E** *Compare* characteristics and life cycles of organisms.
- **E** *Select* and use subject matter, symbols, and ideas to communicate meaning. (a)