

Education Outreach

ACTIVITY SHEET



PRESENTATION FORMAT

Virtual, On-Site

MATERIALS NEEDED

Three common plastic items from around the home (Examples: tape dispenser, water bottle, plastic packaging, etc.).

GRADE LEVELS

3rd to 5th
6th to 8th

DURATION

45 to 60 minutes

NEXT GENERATION SCIENCE STANDARDS ALIGNMENT

Disciplinary Core Idea

- ESS3.C: Human Impacts on Earth Systems

Crosscutting Concept

- Cause and effect

Science and Engineering Practice

- Constructing explanations and designing solutions

COMMON CORE STATE STANDARDS ALIGNMENT

CCSS.ELA-Literacy.SL6.1-6.6

ACTIVITY NAME:

Plastic Voyages



FOCUS QUESTION:

How do humans affect the planet?



BACKGROUND

No matter where you go on Earth, there are traces of plastic waste in oceans that have a negative impact on wildlife. In this activity, students will discover how plastic ends up in the farthest reaches of the planet's aquatic ecosystems and what we can do to solve the problem.



ACTIVITY

After a brief presentation exploring the global issue of plastic waste, students will put their knowledge to the test during an interactive game that involves using common items from their homes. Students will identify sources of marine debris, describe the potential effects of plastic waste on aquatic wildlife and habitat, and brainstorm specific actions we can all take to remedy the problem.



QUESTIONS?

Email education@valleywater.org

Website: www.valleywater.org/learning-center/teachers-students

