Lesson Plan  - 3 days
approximate time 30 minutes each

Day 1:

Objective:
share what you know about rocks, develop “rock” vocabulary

Plan:

The class will develop a list of “things we know“ about rocks. From this list we will develop rock words, ie, smooth, round, shiny, grainy etc.

Game:
Using the word list that we have developed, each student will be given a blank 3x3 grid. Each student will write one word, from the generated list, in each box. After the game boards are finished the teacher will call out a word from the list. The object of the game is to cover three words in a row.

<table>
<thead>
<tr>
<th>round</th>
<th>black</th>
<th>smooth</th>
</tr>
</thead>
<tbody>
<tr>
<td>striped</td>
<td>grainy</td>
<td>red</td>
</tr>
<tr>
<td>flat</td>
<td>shiny</td>
<td>jagged</td>
</tr>
</tbody>
</table>
Day 2    Math

Objective
Use previously learned Venn diagrams to sort rock by color.

After sorting into mafic, felsic and combinations each student will tell about 2 characteristics each rock has. If the samples are small we will glue our rocks onto the Venn Diagram.
Day 3-Language Arts/Art Project

Objective
See real life in rocks

Plan
Using small river rock the class will create rock characters from several pieces of rock.

Using their character the class will:
* name their character
* give their character a birthday
* favorite food
* favorite book
* tell about any family members
** what does their character do best

Using these ideas they will write a short story about their character. We will publish and share our stories