



Clued in on Science GPS Lab

(Living and Nonliving things, Habitats, Life Cycles, and Food Chains)



Goal: You will gain experiences using your GPS to learn about North, East, South, West by reviewing Unit One topics.

Detectives follow these directions to help solve the mystery:

1. Miss Parker will pass out a compass for each First Grade child.
2. We will work together to figure out the clues to the different waypoints. A waypoint is a place that is hidden. We need to work as detectives to solve the case. Our goal is to collect 7 bags full of clues!! We will be able to move on to our next waypoint if we solve the problem correctly. We need to think really hard about what we have learned as scientist.
3. We will all start at Waypoint VSE A.
4. Use your compass to help you walk to our next waypoint.
5. Each waypoint will have a question based on what we learned. We need to put our brains together to figure out the answer.
6. You will need to write down our important information that we learn at each stop.
7. A "key" is provided to help us solve each clue.
8. Detectives get ready for our adventure...

Key to decode your clues:

a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	U	v	w	x	y	z
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5	1

We will add our answer to find the waypoint.

VSE A	10
VSE B	17
VSE C	4
VSE D	8
VSE E	6
VSE F	14
VSE G	13

Teacher Guide for Clued in on Science: A First Grade Mystery

Name of Group	Waypoint Name	Instructor use only
First Grade Detectives	You are at Waypoint VSE A	
<p>Question</p> <p>Which word completes the sentence? All living things are _____.</p> <ul style="list-style-type: none"> a. Alive b. Plants c. People d. Animals 	<p>To calculate your next waypoint</p> <p>Add the letters of the answer together. For example if your answer is dog you would do this addition problem</p> <p>D+O+G 4+5+2= 11</p> <p>Waypoint is: _____</p>	14 VSE F

Name of Group	Waypoint Name	Instructor use only
First Grade Detectives	You are at VSE F	14
<p>Question</p> <p>What is one way that a fox, bird, and snake are alike?</p> <ul style="list-style-type: none"> a. They need food to live. b. They do not need shelter. c. They are nonliving things. d. They move the same way. 	<p>To calculate your next waypoint:</p> <p>Add the number of words in your answer. Then add the number of the letter of the answer.</p> <p>Example: 7 words in sentence plus letter f which is 1. 7+1=8</p> <p>Waypoint is: _____</p>	6

Name of Group	Waypoint Name	Instructor use only
First Grade Detectives	You are at VSE E	6
<p>Question</p> <p>What do you call a place where plants and animals have what they need to live?</p> <ul style="list-style-type: none"> a. Nest b. Shelter c. Habitat d. Wetland 	<p>To find your next waypoint</p> <p>Add the number of letters in your answer. Take that number and add 10.</p> <p>Waypoint is: _____</p>	17

Name of Group	Waypoint Name	Instructor use only
First Grade Detectives	You are at VSE B	17
<p>Question</p> <p>What are the changes in a frog's life called?</p> <p>a. Growth b. A tadpole c. A life cycle d. A grown frog</p>	<p>To find your next waypoint</p> <p>Count the number of words in the answer. Look at the numerical letter value of the answer. Add them together. Subtract 2.</p> <p>Waypoint is: _____</p>	4
Name of Group	Waypoint Name	Instructor use only
First Grade Detectives	You are at VSE C	4
<p>Question</p> <p>Look at these animals. (pictures of animals eating seeds)</p> <p>How are they alike?</p> <p>a. They eat plants b. They eat other animals c. They do not need oxygen d. They eat animals and plants</p>	<p>To find your next waypoint</p> <p>Count the number of vowels in your answer. Double that and then find your waypoint.</p> <p>Waypoint is: _____</p>	8
Name of Group	Waypoint Name	Instructor use only
First Grade Detectives	You are at VSE D	8
<p>Question</p> <p>A plant grows and makes food. A katydid eats the plant. A lizard eats the katydid. A bird eats the lizard. What does this describe?</p> <p>a. What a rain forest habitat looks like b. How a plant makes food c. The life cycles of an insect d. A food chain</p>	<p>To find your next waypoint</p> <p>Count the number of words. Add 10 to that number. Find your last waypoint!!</p> <p>Waypoint is: _____</p>	13

