

# Classification Charades

## Summary

Students will recognize that classification is a tool made by science to describe perceived patterns in nature.

## Time Frame

1 class periods of 60 minutes each

## Group Size

Small Groups

## Materials

- copies of [charade cards](#) (attached) in envelopes
- [student worksheet](#)

## Instructional Procedures

Create enough envelopes of "charades" containing the information needed to classify the different organisms for every 2 or 3 students to have one (roughly 18 envelopes per class, they are reusable) This a key to the organisms:

- #1 - #4 Animals
- #5 - #8 Plants
- #9 - #11 Protists
- #12 - #14 Bacteria
- #15 - #18 Fungi

Read the introduction with students and, if needed, describe in more detail the characteristics of each kingdom.

Allow students time to identify the 5 organisms pictured and had out envelopes while they work. Explain that the characteristics in each envelope describe an organism in one of the five kingdoms. They are to read one trait at a time to a competing team. If the team doesn't get the correct kingdom, they gain a point. The team with the fewest points wins (they have correctly identified the kingdoms quickest)

The students should not use a key during the game.

## Bibliography

Lesson Design by Jordan School District Teachers and Staff.

## Authors

[Utah LessonPlans](#)