



Earth's Spheres Digital Dioramas

Materials

- Edpuzzle
- Google Jamboard
- Google Classroom

- Example Diorama in Jamboard

Example Materials:

- [Google Jamboard Diorama](#)

Student Objectives

- Students will watch videos on Earth's sphere and answer questions based on their comprehension
- Students will create virtual dioramas of an environment and classify specific elements of their environment according to their appropriate spheres
- Students will label their diorama with descriptions of interactions between the spheres that they have pictured

Teacher Technology Skills

- Creating an Edpuzzle assignment
- Creating a Google Jamboard
- Posting an assignment in Google Classroom

Standards

- MS-ESS2-1. Develop a model to describe the cycling of Earth's materials and the flow of energy that drives this process.
- MS-ESS2-2. Construct an explanation based on evidence for how geoscience processes have changed Earth's surface at varying time and spatial scales.

Procedure

1. Go to Edpuzzle.com and choose videos about Earth's spheres
2. Edit the videos to include questions throughout
 - a. You can create multiple versions of the video to account for different learning levels.



- b. If you like the video, but not the audio, you can also dub with your own explanations.
3. Assign final video(s) through Edpuzzle linked with Google Classroom. Be sure to assign a due date and edit necessary settings.
4. Create Google Jamboard diorama (See example above). The first page should be instructions and the second page should be the teacher's example.
 - a. To streamline the start process, make enough pages for all of your students and post their name with a white sticky note so they can simply find their name
5. Post Google Jamboard diorama link to google classroom. Students will join the Google Jamboard file and create a virtual diorama.
 - a. If working asynchronously, be sure to give full instructions in the assignment before posting.

Extension Activity

- Challenge students to make an animation of their diorama through Scratch