Butterfly Effect
Pre or Post Viewing Lesson

Grade Level: 3-6

Student Learning Objective(s): By the end of the lesson, students will be able to identify a butterfly effect, as evidenced by their role play.

Supplies Needed:
- Computer/Tablet
- Journal/paper and a writing instrument

California Arts Standards Addressed:

3.TH:Cr1	4.TH:Cr1b	5.TH:Cr1b	6.TH:Cr1b

Common Core Standards Addressed:

CCSS.ELA-LITERACY.W.3.1	CCSS.ELA-LITERACY.W.4.1	CCSS.ELA-LITERACY.W.5.1	CCSS.ELA-LITERACY.W.6.1
CCSS.ELA-LITERACY.SL.3.1	CCSS.ELA-LITERACY.SL.4.1	CCSS.ELA-LITERACY.SL.5.1.C	CCSS.ELA-LITERACY.SL.6.1.C
CCSS.ELA-LITERACY.SL.3.4	CCSS.ELA-LITERACY.SL.4.1.D	CCSS.ELA-LITERACY.SL.5.1.D	CCSS.ELA-LITERACY.SL.6.2

Step by Step Directions for Teacher

1. Warm Up:
- Project for all students to see this website: https://projects.playables.net/pointer/ Be careful not to move the cursor too early. Have students guess the purpose of the site.
- Call a student up to the computer, and move the cursor. They all should move. Alternatively, the teacher can do this step, or share the link with students to have them try it on their own.
- Have another student come up to the computer and explain that they need to move the cursor so that everything is back where it was. Or explain that they're going to try to

make the screen go back to what it was before, and ask students for suggestions in movement. If students are trying on their own, have them try to put the screen the way it was before.

- Ask students what they noticed. Why couldn't things go back? Have students share their thoughts in their journal and share with a partner. Then have the students share their thoughts with the class.

2. Class Discussion:

- Explain that our lives are similar to that webpage in a way. Each action we make has an effect on something or someone else. Ask students if they can define the concept "the Butterfly Effect".
    - Sci Fi definition: the idea that changing something in the past like stepping on a butterfly, could have unthinkable consequences.
    - Scaffolded definition: small changes can have large consequences.
    - Ask students what they think the world would be like if something happened millions of years ago and now squirrels are the size of dogs. How would that affect other animals, ecosystems, people?
    - Now ask students, What happens if you choose to be kind or choose to bully?

3. Act It Out:

- Put students in pairs (or breakout sessions for virtual learners) and have them brainstorm a role play for a positive butterfly effect happening in someone's life:
    - For example, student 1: I'm hungry and I have no food. Student 2: Here's some food for you! Student 1: Thank you! Now I feel like I can pass my test today!
    - Role Play Prompts:
        - Someone is hungry.
        - Someone needs a ride.
        - Someone needs a job.
        - Someone is lonely.
        - Someone forgot a pencil.
        - Someone sad.
    - Have a couple of student groups share their role plays for the class.

4. Closure: Have students reflect on a moment that happened to them today or this week that they feel caused a butterfly effect in the world?