



The Mysterious Case of the Germ



Prep **10** minutes



Activity **45** minutes

OBJECTIVE:

To have students write a fictional mystery story using their knowledge of how germs spread and how to help prevent the spread of germs.

MATERIALS:

- *The Mysterious Case of the Germ* Activity (in PowerPoint)
- Internet access for students
- Interactive whiteboard
- Computer access for students including clipart, digital photographs, and illustration tools

EDUCATION STANDARDS:

Health: 8.2.2 Encourage peers to make positive health choices.

Using the PowerPoint

Prepare *The Mysterious Case of the Germ* PowerPoint presentation by importing it into your interactive whiteboard software and personalizing with animation, photos, sounds, website links, etc. For those using the SmartBoard brand:

1. First, you need to have the Notebook program open.
2. Next, open your PowerPoint presentation.
3. Go to View, Slide Show.

4. Use this toolbar to move forward and backwards through your PowerPoint presentation.
5. If you would like to make additions or explanations in PowerPoint, pick-up a stylus and write over the slide show.
6. You can save directly into PowerPoint or into Notebook. Press the middle button on the toolbar and a popup menu will appear.
7. To save into Notebook, choose Smart Notebook from the options or if you would like to save into PowerPoint choose File, Save from the File menu.

Use *The Mysterious Case of the Germ* activity to guide instruction. Encourage students to interact with the activity via the interactive whiteboard.

INSTRUCTIONS

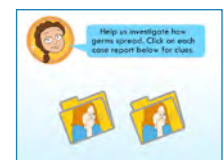
1. Invite the class to write a collaborative mystery story about the spread of germs titled *The Mysterious Case of the Germ*. Emphasize that they will need to include some factual information about germs in their story.



2. Have students investigate how germs spread. Click on each case report which will include the following links:

- http://www.teachertube.com/viewVideo.php?video_id=125234

- <http://www.youtube.com/watch?v=4Ys-phgH9TY>

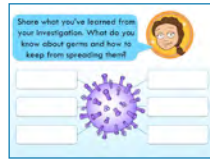




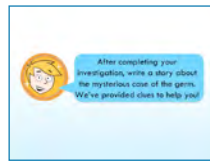
3. Have students sequence how germs spread by either numbering the photos or moving and placing them in order.



4. Review with students what they know about germs and how they spread. Have them complete the graphic organizer. Encourage them to draw more lines and add as much information as they can.



5. Explain that the class will work together to write a story about the mysterious spread of germs and how it can be prevented. The trick is that students will have to use factual information about germs, how they spread, and how they prevent spreading germs in the story.



6. Introduce students to the story map and discuss what elements make a good story.

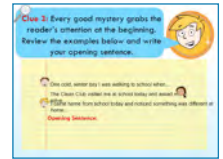


- Have students describe two or three characters to include in their story and write them on the story map. The characters do not have to be human.
- Have students describe the setting (where they want the story to take place) and write it on the story map.
- Have students suggest some problems the characters could encounter. Remind students that the story is a mystery and it must have something to do with germs and how they spread. Once students have selected a problem and a solution to the problem, add them to the story map as well.

7. Introduce the plot diagram and explain that it is used to map the key points in the plot of a story. Have students tell what will happen at the beginning, middle, and end of the story. Write their answers on the plot diagram.



8. As a class, write the opening sentence of the story. First, review the story starters on the page.



9. Have student volunteers come up to add to the story or dictate a part of the story as you write. Stop periodically to reread and revise the story as a class. Reference the story map, plot diagram, and list of facts often to keep the story on track.



10. Use the opportunity to model revision techniques and/or have a mini-lesson on a grammatical issue the class needs to work on. If necessary, you can save the story and return to it at another time.

11. Once the story is complete, have students illustrate the story using clipart, digital photographs, or original artwork. If possible, publish the story to your school or classroom website.

12. As a review, have students take turns playing the games at: <http://www.amnh.org/nationalcenter/infection/>

