

# Human Octopus

Purpose of this activity is for the students to review the information they have learned about the octopus.

<b>Objectives:</b>	Students will... <ul style="list-style-type: none"><li>&gt; Discuss and list the information they have learned about the octopus.</li><li>&gt; Work cooperatively in small groups to imitate the body structure and movements of the octopus.</li><li>&gt; Through divergent questioning find a variety of solutions.</li><li>&gt; Demonstrate an understanding of the movements and structure of the octopus by moving around the gymnasium.</li></ul>
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<b>Equipment:</b>	<ul style="list-style-type: none"><li>&gt; Scooters</li><li>&gt; An open space</li><li>&gt; Field Markers or cones</li></ul>
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<b>Set up:</b>	Small groups (3 or 4 students in group) are formed and equipment is distributed. Markers are used to section off the gymnasium for safety, defining an area for each group.
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<b>The Game:</b>	The object is to have the students demonstrate the movements of the octopus by using the scooter and themselves. All participants must be involved in the demonstration. They are obviously many ways to demonstrate these movements and body structure of the octopus. The teacher using divergent questioning can guide the students to find as many ways to solve the problem of imitation as possible.
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<b>Evaluation:</b>	The game is used as a beyond activity in the M.A.R.E. curriculum. The game reviews the information covered in the curriculum and checks to see if the students understand the information. Success is measured by the behavior of the students on the scooters and by their classmates giving the directions. This is not a competitive game but a moving, three dimensional, model that the students demonstrate.
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