

A vibrant, colorful aquarium scene. The background is a deep blue. In the foreground, there's a layer of bright blue gravel. Several large, smooth, brownish-tan rocks are scattered across the gravel. On the left, there's a large, bushy plant with bright blue leaves. On the right, there's a tall, slender plant with purple leaves and a smaller one with blue leaves. A few small, colorful fish are visible swimming in the water.

Naming the Classroom Fish

By: Jenna Ebener, LSW

Special Education School Social Worker

Overview

- Objectives:
 - Turn-taking and listening → Wait one's turn and listen to the choices of others
 - Decision-making and autonomy → Make a choice by choosing a fish name and job
 - Leadership and responsibility → Choose a job and follow through
 - Collaboration → Work with fellow classmates to complete a group project
 - Social interaction → Appropriately interact with students and adults in multiple classrooms
 - Task completion → Complete a project with multiple steps
 - Counting and choosing largest sum → Count the number of votes and select highest numbers
- Divided into 4 parts (time between parts is up to educator)
 - Choose fish names
 - Vote on fish names
 - Graph winners
 - Name fish
- Note: Each lesson was designed with the assumption that each student will have adult assistance as needed to complete each activity; this lesson plan was completed with five students with moderate intellectual disabilities and limited verbal communication.

Part 1: Choose Fish Names

- Steps:

- Students:

- Select a category (e.g. board games)
 - Choose 1-2 fish names

- Educator:

- Type or write fish names on paper or cardstock
 - Pair each name with a unique sticker
 - Optional: laminate cards
 - Hole punch cards
 - Place cards alphabetically on binder ring

- Materials:

- Visual with categories for fish names (e.g. board games, movies, current lesson topics)
 - The categories (e.g. board games)
 - Paper or cardstock cut into 3 in. x 2.5 in. sections or desired size
 - Marker
 - Variety of stickers
 - Laminator (optional)
 - Scissors
 - Hole punch
 - 1 metal binder ring

Example of Categories Visual



CANDYLAND



FAVORITE MOVIE



SOLAR SYSTEM



GUESS WHO

Finished Name Cards



Part 2: Vote on Fish Names

- Steps:

- Assign jobs:

- Greeter(s) → greets the class using communication device
 - Announcer(s) → describes the project using visual of fish tank
 - Questioner(s) → shows one student at a time the fish name options
 - Scribe(s) → records one tally for each vote

- Students take turns choosing a classroom to visit using picture menu

- Materials:

- Communication device with greeting (e.g. big mac)
 - Picture of fish tank
 - Book of fish names from Part 1
 - Paper listing each fish name with space under it for tally marks
 - Marker for scribe
 - Picture menu of teachers or classrooms

Examples of Visuals



Part 3: Graph Winners

- Steps:

- Assign scribe(s) to graph results
- Students take turns counting votes for each fish name
- Scribe(s) fill in the number of votes per fish on bar graph
- Students count the number of fish in the tank (e.g. 7)
- Students look at graph to determine the top 7 fish names

- Materials:

- Tally sheet from Part 2
- Construction paper for bar graph already labeled with axes (y: votes, x: fish names)
 - Tip: In pencil, make a grid so it is easier for the students to fill in the proper number of votes
- Marker(s) for scribe(s)
- Book of fish names
- Fish tank

Part 4: Name Fish

- Steps:

- Select winning fish names from booklet
- Tape winning names onto fish tank

- Materials:

- Book of fish names
- Bar graph
- Tape
- Fish tank



Evaluation

- During each lesson, record the following regarding each student:
 - Participation during his or her turn
 - Alertness when it was not his or her turn
 - Number of prompts required during lesson
 - Any maladaptive behaviors during lesson
 - Any interaction with peers and/or adults
 - Participation and accuracy during counting activities