



## What Do Your Students Know about Hurricanes?

### MINI-LESSON



#### MATERIALS

- Overhead projector or SMART Board®
- As many of the following magazine or Internet photos as possible: tornado funnel, diagram of hurricane being formed, hurricane surge, graphic showing how a tornado forms, property damage caused by a blizzard, property damage caused by a hurricane



#### PREPARE (5 MINUTES)

- Before students play *After the Storm: Day One*, write the word *hurricane* on the board.
- Choose volunteers to contribute one fact about hurricanes they know. Write students' facts on the board. Tell them that at the end of the lesson you'll all check the list again.



#### READ ALOUD (2-3 MINUTES)

- Let students know you're going to read them a passage about hurricanes. They should jot down any words they don't know, science ideas they don't understand, or questions that occur to them as you're reading.
- Read aloud the following:

*One recent hurricane you've probably heard about is Hurricane Sandy, which first hit land near Kingston, Jamaica and traveled as far north as Canada.*

*Like all hurricanes, Sandy began over the ocean and developed as a result of five atmospheric conditions being present: 1) Warm ocean waters—over 80 degrees; 2) Winds coming together and forcing air upward; 3) Rising humid air making storm clouds; 4) Higher up, winds flowing outward so air below can rise; 5) Light winds blowing outside the storm to steer it and let it gain power. These five conditions were all in play with Sandy, but what was unusual was its perpendicular angle as it approached New Jersey. This angle caused its winds to go up the coast and inland at the same time.*

*In After the Storm: Day One, you'll find out the damage a hurricane as powerful as Sandy can do—destroying buildings and knocking out services people depend on.*



### DISCUSS & RETEACH (5-10 MINUTES)

- Discuss any questions students wrote down.
- To reteach, you might read the passage again, pausing to explain difficult concepts and vocabulary. Alternatively, you might want to draw on the board a diagram of a hurricane forming and discuss the five conditions with the class.



### APPLY (5-10 MINUTES)

- Play a brief game with students based on the photos you brought in. Using a SMART Board® or overhead projector, display each picture for 2-3 seconds and call out its number (1, 2, etc.). Have students write down the number of each picture related to a hurricane.
- When you're finished displaying the pictures, call on volunteers to share the numbers they wrote before you identify the correct ones.
- Project the correct pictures (diagram of a hurricane being formed; property damage caused by a hurricane; hurricane surge), and have volunteers explain how each picture relates to hurricanes.



### REVIEW (5 MINUTES)

- Return to the list on the board. With the class, delete or edit any questionable facts. Then work with the class to add new hurricane facts that students learned today.



*Damage caused by a hurricane*