	WATER POLLUTION
Objective	Each student will work together in groups to create a presentation about water pollution using. The students will be able to understand water pollution and its potential effects on human and wildlife habitats, to identify 2 or more pollutants in a bog, marsh, stream or other wetland area, to relate a pollution prevention message through words and art, to understand that some pollutants can not be seen. As a class, they will then use FluidSurveys to organize all the data they have compiled.
Learning Environment	The class will use a computer with internet access in the computer lab.
Types of Students	The students will be in elementary school and specifically grades 5-6.
Standards	ISTE/NETS Standards Facilitate and Inspire Student Learning and Creativity
Materials	Computers in computer lab with internet access, FluidSurveys.
Procedures	1. The students will learn how to use FluidSurveys with the help of their teacher. 2. There are a wide variety of pollutants that can affect water and the plants and animals that live in the water. This pollution can be divided into three groups: chemical pollution, thermal pollution, and ecological pollution. Since not all pollution is human produced students need to understand that there are sometimes "natural" reasons for some pollution. Have students draw a picture showing how to prevent pollution of a wetland of other water source. Encourage students to think about the source of the pollution and ways to either prevent or ways to dispose of some pollutants. 3. After each group has created their own slideshow, all of the presentations will be combined. TYING IT ALL TOGETHER: Environment concerns can be understood by even the youngest school children. Providing them with a background of information and an opportunity to actively use that information, they will begin to develop a feeling of stewardship for their world. Using activities that develop environmental stewardship in students will hopefully become a basis for action in their future lives. 4. When the final project is complete, the students will present their project.
Application	Using FluidSurveys, as a class the students will create a graph of the different data they have compiled.
Evaluation	The students will present their whole project. Each group will present their project. The students will be evaluated based on the following: • Using FluidSurvey – 20 points • Creativeness – 10 points • Individual participation – 20 points 50 points

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