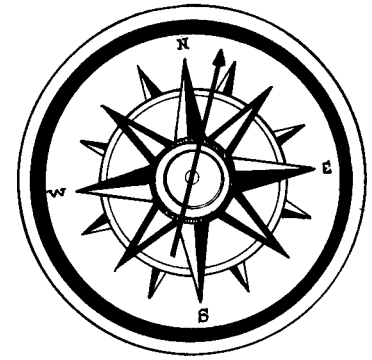


Teaching Tips for Conducting a Seamobile Exploration in the Classroom



The **Natural History Museum of Los Angeles County's Seamobile Program** provides an immersive experience as students board a simulated submersible brought to the school campus. You can partially recreate this experience in a classroom or computer lab using this CD-ROM.

Through the Seamobile exploration, students will:

- observe a variety of animals as they descend to the ocean floor aboard the Seamobile;
- launch an ROV (Remotely Operated Vehicle) to collect data from a nearby marine habitat;
- observe video footage "transmitted" back to the Seamobile from the ROV;
- attempt to identify several species from their habitat using a computer based dichotomous key;
- learn more about their identified species using the computer data base;
- review parts of the video data from the ROV to make a species (population) count;
- compare their data to data collected 10 years earlier;
- answer questions and make hypotheses about the health of their habitat.

Time

Completing the Seamobile Exploration will take **40 to 90 minutes**, depending on the abilities of your students. We recommend you work through the program for one site yourself, to give you a better sense of what problems the students may encounter.

Setting Up

You might consider setting up five computer stations where students will study one of five different underwater habitats using the Seamobile program. Students would be instructed to select a particular study site on the *Choosing a Study Site* screen.

Alternatively, you may decide to let the students choose which site they would like to study. If the number of computers is limited, you might consider creating a rotation set-up, where students move through several activities (see below), including the Seamobile Exploration, over the course of several class periods.

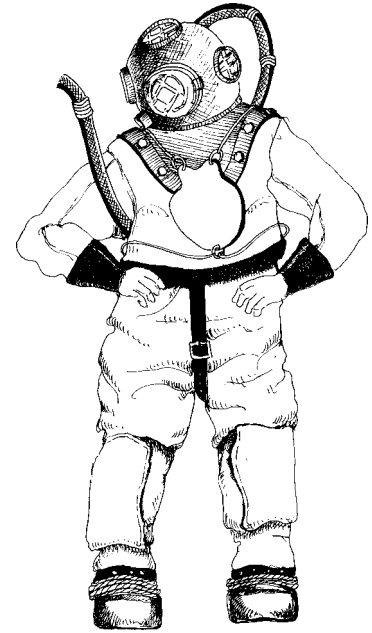
Preparation

This CD-ROM includes several other classroom activities, as well as a glossary list, which can complement the CD-ROM program. In particular, **A Key to Odds and Ends** and **Invent a Key for Echinoderms** are good pre-Seamobile activities, since they introduce students to the concept of classification using a dichotomous key. Both activities require some materials preparation, but those materials can then be reused again and again.

Teaching Tips for Conducting a
Seamobile Exploration in the Classroom
(continued)

Teams

Consider asking students to complete the Seamobile Exploration in teams of 2 to 4. This grouping reemphasizes the teamwork aspect of scientific discovery. It also reduces the number of computers needed.



Researcher Notebooks

Included on this CD-ROM are files which include customized **Researcher Notebooks** for each of the five study sites. These can be downloaded, printed and copied for students to use as they move through the Seamobile program. Each notebook is slightly different since each site is home to different plants and animals.

Species Identification (Dichotomous Key)

A large part of the Seamobile Exploration involves the identification of several species which were seen at the study site. There are several features built in to the Seamobile dichotomous key section (called *Species Identification*) that will help you and your students succeed.

Details

In the upper left hand corner of each question screen of the *Species Identification* section, there will be a small drawing of the animal or plant that is currently being classified. To see a larger, labeled version of this drawing, click on Details.

Hidden Skip

In the upper right-hand corner of each question screen of the *Species Identification* section, there is a small “bubble”. Clicking on this bubble will skip the user through the key to the correct *Species Profile*. This may be helpful if students forget to write down some of the information about one of the species or are having difficulty finding the correct classification.

Using the Directory

It may not be possible to complete the Seamobile Exploration in one sitting. If that is the case, the *Directory* can be used to pick up where students left off. Within the Directory it is possible to *bypass the initial Seamobile Dive* by clicking on “Choosing a Study Site.” Once a site has been selected, the NEXT button can be used to proceed to the part where the student or teacher wants to continue the exploration.