

Cycle of seasons

Lesson complexity: Beginner

Grades: Kindergarten and up

Subjects: STEM, Earth sciences, Languages

Created by: CoSpaces Edu

Introduction:

Teaching the four seasons to kids is an essential part of any curriculum and a necessary component of their early knowledge about the world. The seasons and the weather are concepts which should of course be explained and explored visually, something for which CoSpaces Edu can be a great tool.

This lesson plan develops a visual and creative support to learn the cycle of seasons while letting kids experiment with 3D creation and develop their creativity either on their own or as a group.

Benefits:

- Teach the cycle of seasons
- Encourage creativity and teamwork
- Have fun and motivate

Activity example:

1. Explain the four seasons using images or pre-created scenes in CoSpaces Edu.
2. Ask your students to create a virtual space illustrating their understanding of the cycle of seasons. This is a great activity to be conducted in groups of students to teach collaboration.
3. Let your students personalize their space by adding 3D objects that relate to the seasons. These could be objects used in a specific season, such as a sled in winter for example.
4. You can also ask them to display text markers with additional information such as descriptive adjectives and holidays related to each season.

Creation guide



You can use the [multi diorama template](#) space from the CoSpaces Edu Gallery.

This template contains four separate sections on one stage, which is ideal to organize your representation of the four seasons inside the same scene.

Alternatively, you can use 4 different scenes - one for each season.