

Dude, You Gotta Move

a Problem-Based Learning Project about Biomes

Problem:

The banner headline of your town's paper seems impossible. Local soil testing has discovered a serious problem. The soil of your community is heavily contaminated with a toxic chemical. The only answer is that everyone must move.

"It's Love Canal or Chernobyl all over again," your mom whispers to your dad.

The government says they will pay to move everyone just once. You must all agree to go to the same new biome. The scientists think that a different biome (from the one you live in now) will be your best chance to survive.

Which biome do you think would be best?

Step 1 Each member of the group identifies what they know about biomes.

Step 2 Identify what you need to learn about biomes.

Be specific. Make a list.

Assign the group member who is to find the specific answers/information.

Everyone will be researching information.

Step 3 As a group - Discuss your findings on individual biomes.

Use a decision matrix to sort through your choices. (Hint: a spreadsheet makes a handy form)

Decide on a new biome and list the reasons for its selection.

Step 4 Create a project/report to explain your choice and support its selection.

Be sure to show the pros and cons of the biomes.

In your presentation, show your choice as **compared to at least 1 other biome.**

You must have a list of the resources you used

Go to the online version of the activity to use the list of resources posted there.

Dude, You Gotta Move! - <http://www.mrsoshouse.com/pbl/b/biome.htm>