

Let's Do
SCIENCE

Grade 3 Gamebook



Let's Do SCIENCE

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Name: _____

Class: _____



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Let`s Do Science Gamebook

Grade 3

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Gamebook is a supplementary material to be used in the classroom and at home to diversify the learning routine, provide students with engaging materials that would help them to improve not only their academic, but also cognitive and social skills.

Games offered in this book allow children to use their creativity while:

- ✓ developing dexterity,
- ✓ training memory and attention span,
- ✓ developing cognitive and emotional strength,
- ✓ learning the importance of teamwork and collaboration,
- ✓ improving cognitive and interpersonal skills.

Have Fun

QUIZZES

Play

MAZES

FLASHCARDS

PUZZLES

Learn

- **Cut out the vocabulary cards.**
- **Check how many words you remember.**
- **At the back of each card write down any information you find to be important about this word.**
- **Compare your notes with your friends`.**
- **Play with your friends.**
- **Mix all the cards together.**
- **Draw (take) a card. Read the word and try to guess what is written at the back of the card.**
- **Read what is written at the back of a card and try to guess the word.**
- *You can make up your own rules. Write them down here.*

Organism

Respond

Reproduce

Cells

Photosynthesis

Carbon
Dioxide

Oxygen

Fungi

Microorganism

Plants

Animals

Water

Cells

Movement

Growth

Seeding

Microscope

Gills

Lungs

Salmon

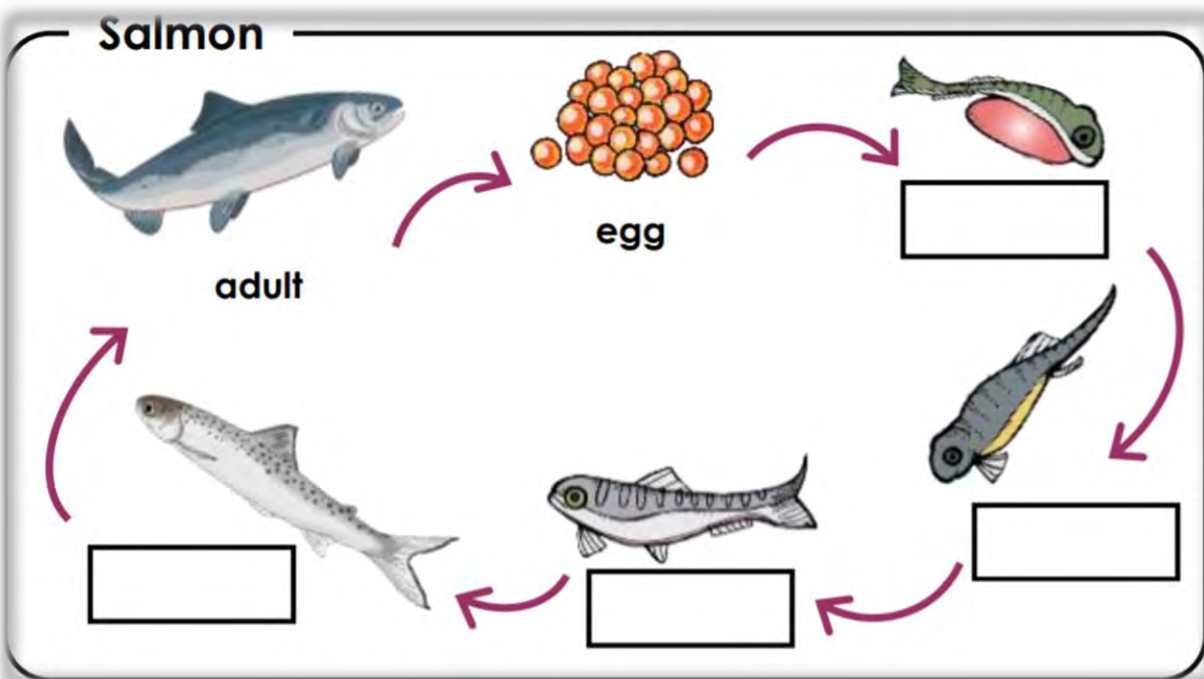
✓ When a young salmon develops stripes across his back, it's called a parr.

✓ An alevin is a newly spawned salmon.

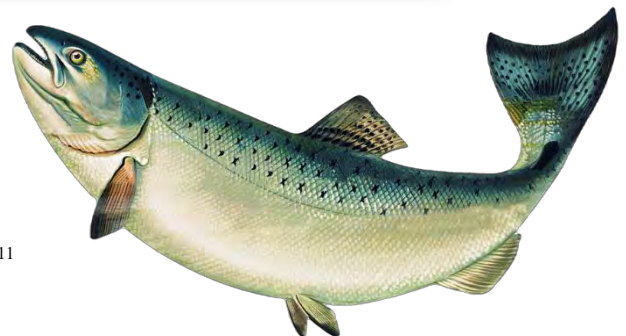
✓ When salmon leave their nest, they are called fry.

✓ Smolts are salmon that are finally ready to go out to the sea.

Label the diagram, based on the information you have read.



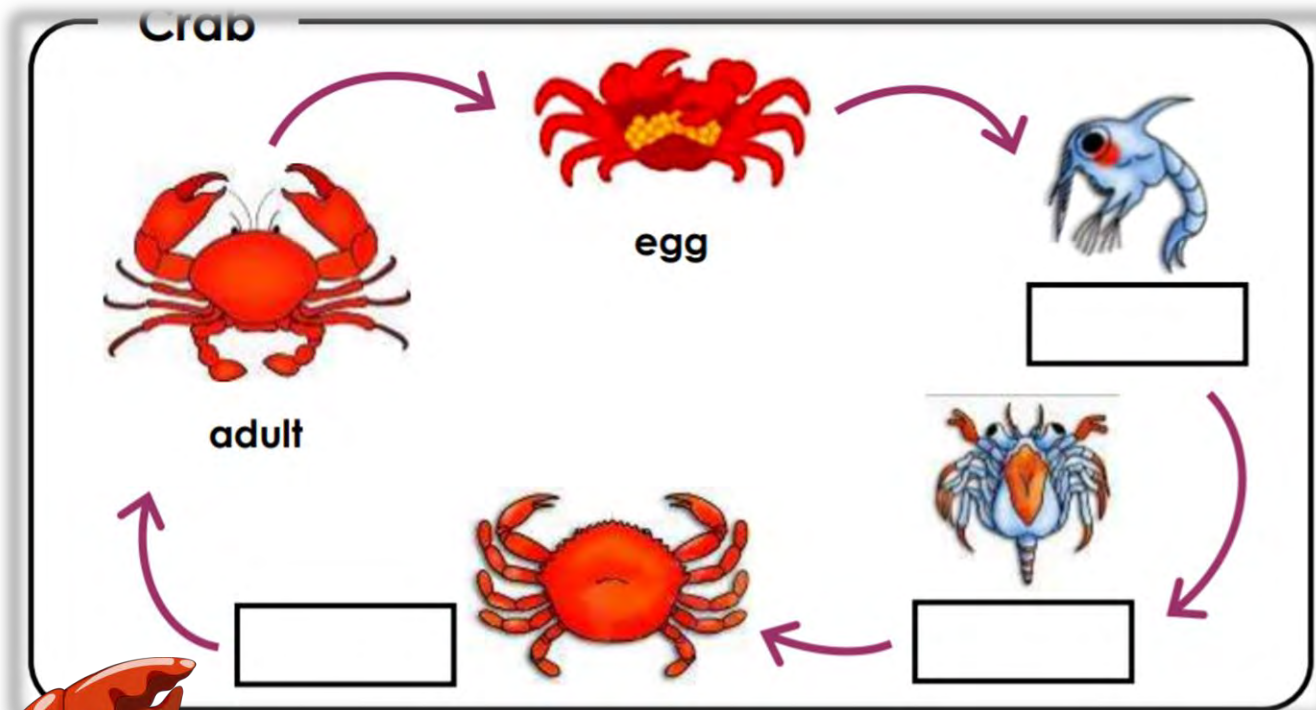
Compare your answers with your friends'.



Crabs

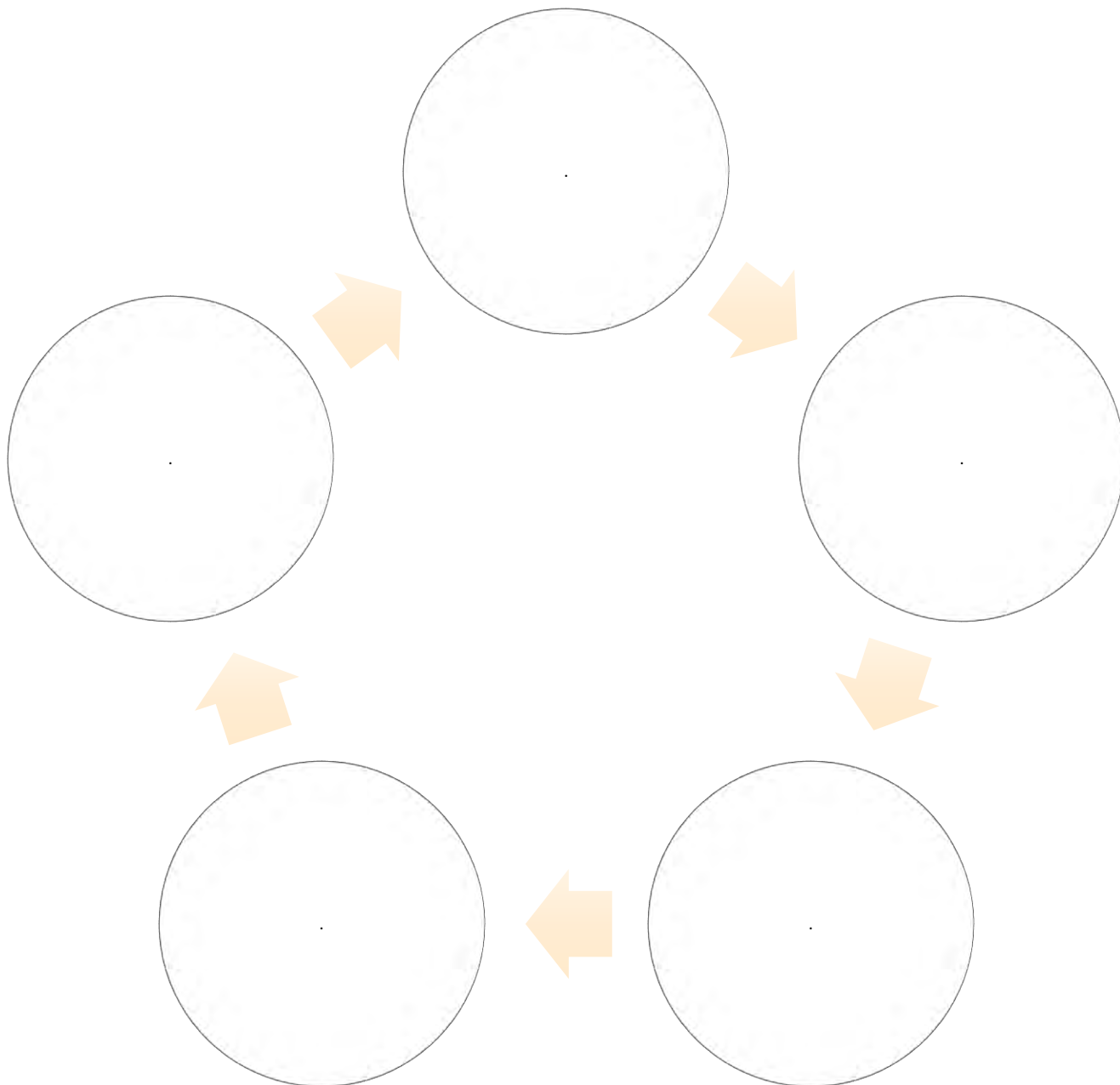
- ✓ A megalops is a crab's first stage after it is no longer a larva.
- ✓ A zoea is a type of larva which occurs after crab eggs hatch.
- ✓ Juvenile crabs can be 4 inches long and live in shallow water.

Label the diagram, based on the information you have read.



Compare your answers with your friends'.

Draw a diagram of development (growth) of your favorite animal or fruit/ vegetable.



To play online, scan the QR codes.



SCAN ME



SCAN ME

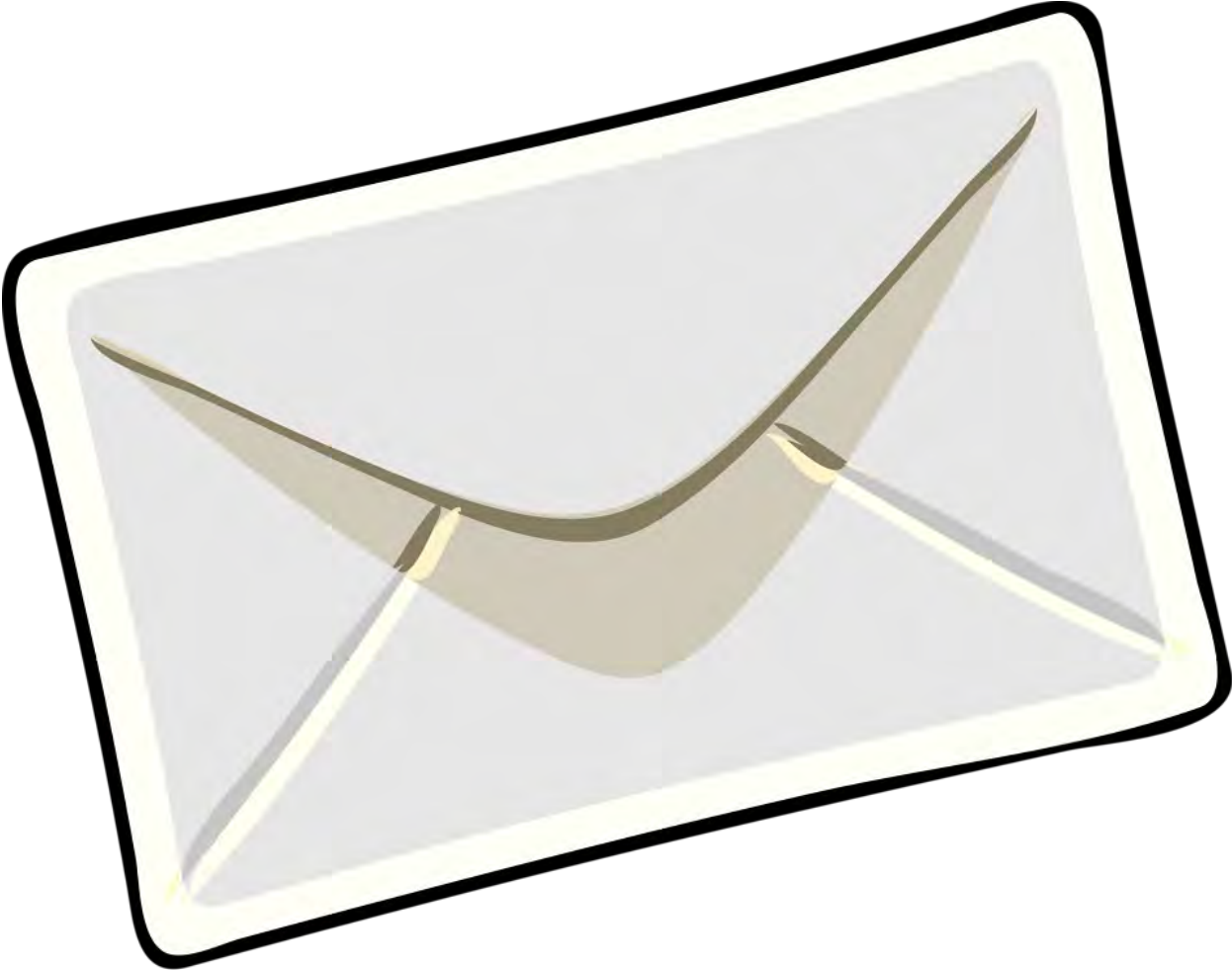


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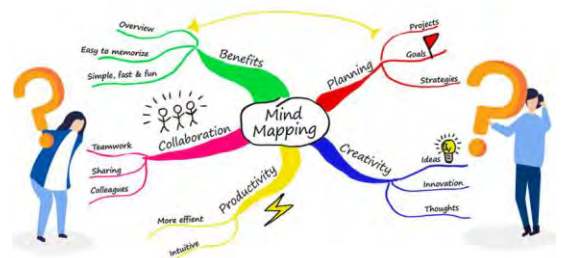



SCAN ME

Glue an envelope for the flashcards here.



Create a mindmap of the most important things you have learned. You can work alone or with friends. If you don't know how to make a mindmap, scan the QR code.



- 
- **Cut out the vocabulary cards.**
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 - **Compare your notes and your friends`.**
 - **Play with your friends.**
 - **Mix all the cards together.**
 - **Draw (take) a card. Read the word and try to guess what is written at the back of the card.**
 - **Read what is written at the back of a card and try to guess the word.**

You can make up your own rules. Write them down here.

Nutrient

Leaves

Root

Life cycle

Flowering
plant

Germinate

Carbon
dioxide

Non-flowering
plant

Environment

Flowers

Seeds

Seeding

Photosynthesis

Fruits

Stem

Pollination

Seed coat

Embryo

Radicle

Pollen

Moss

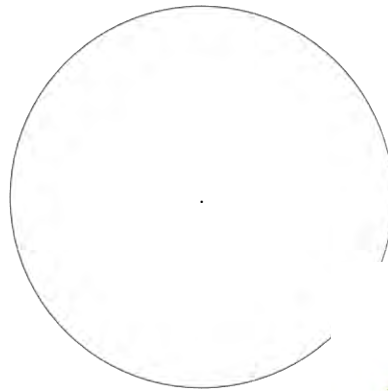
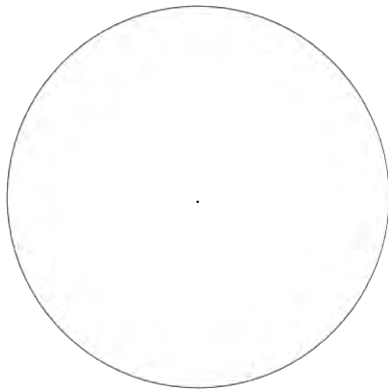
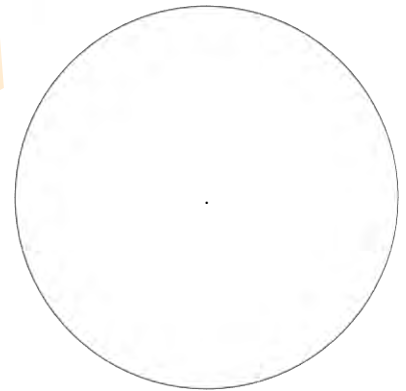
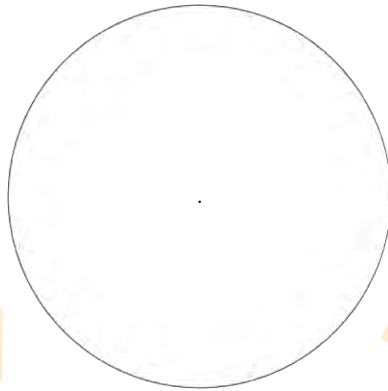
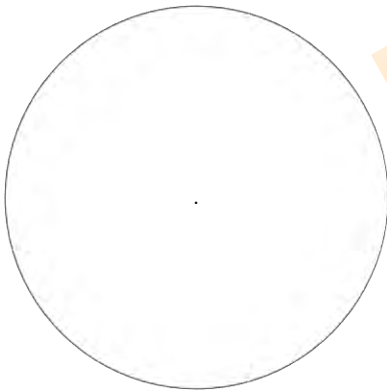
Fern

Absorb

Root hairs

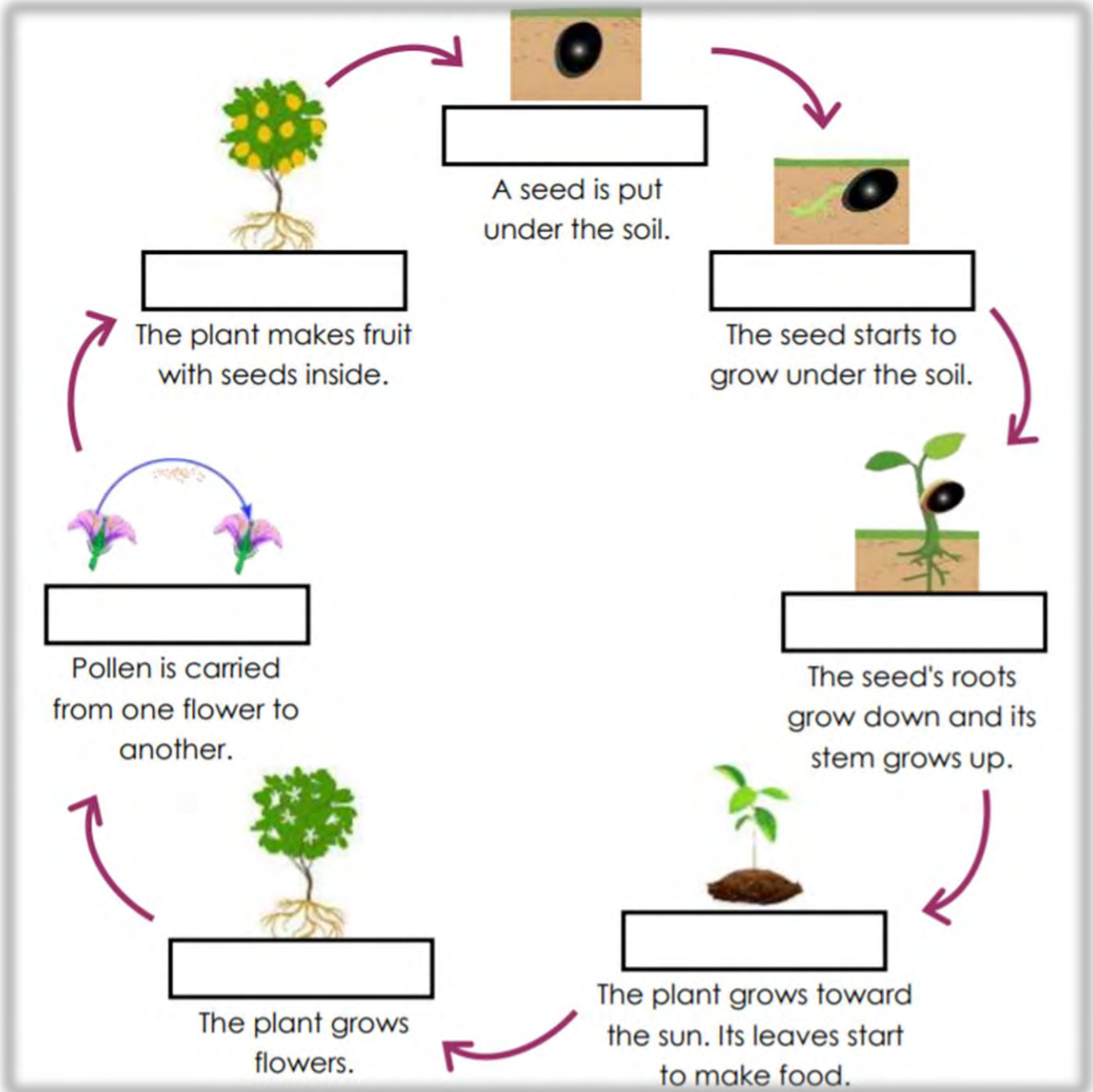
Label the orange tree lifecycle. Match the pictures and the words into the cycle.

seed fruit flower young tree mature tree



Label the diagram with the words from the box.

pollination germination planting seedling
sprouting mature plant fruiting



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SCAN ME



SCAN ME



SCAN ME



SCAN ME

Glue an envelope for the flashcards here.

