

**SAMPLE ADAPTATION #4****Standard** 2.4 -10**Page Number:** 336**Grade Level:** 7- 8**Activity Title:** Meeting Human Needs

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**INSTRUCTIONAL PRESENTATION**

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**Instructional Preparation:** *Simulation: Pyramid Ring Toy*  
*Concept Activity: Puzzle***Instructional Application:** *Application Activity: Poster*

**A Simulation** is a process of examining a concept or problem not easily examined directly. Simulations are useful for providing a concrete explanation of an abstract concept through a unique experience or comparison.

**A Concept Activity** presents abstract concepts in a more concrete manner. Using materials like pictures, graphs, and puzzles, a concept activity helps to clarify and organize the learner's thinking.

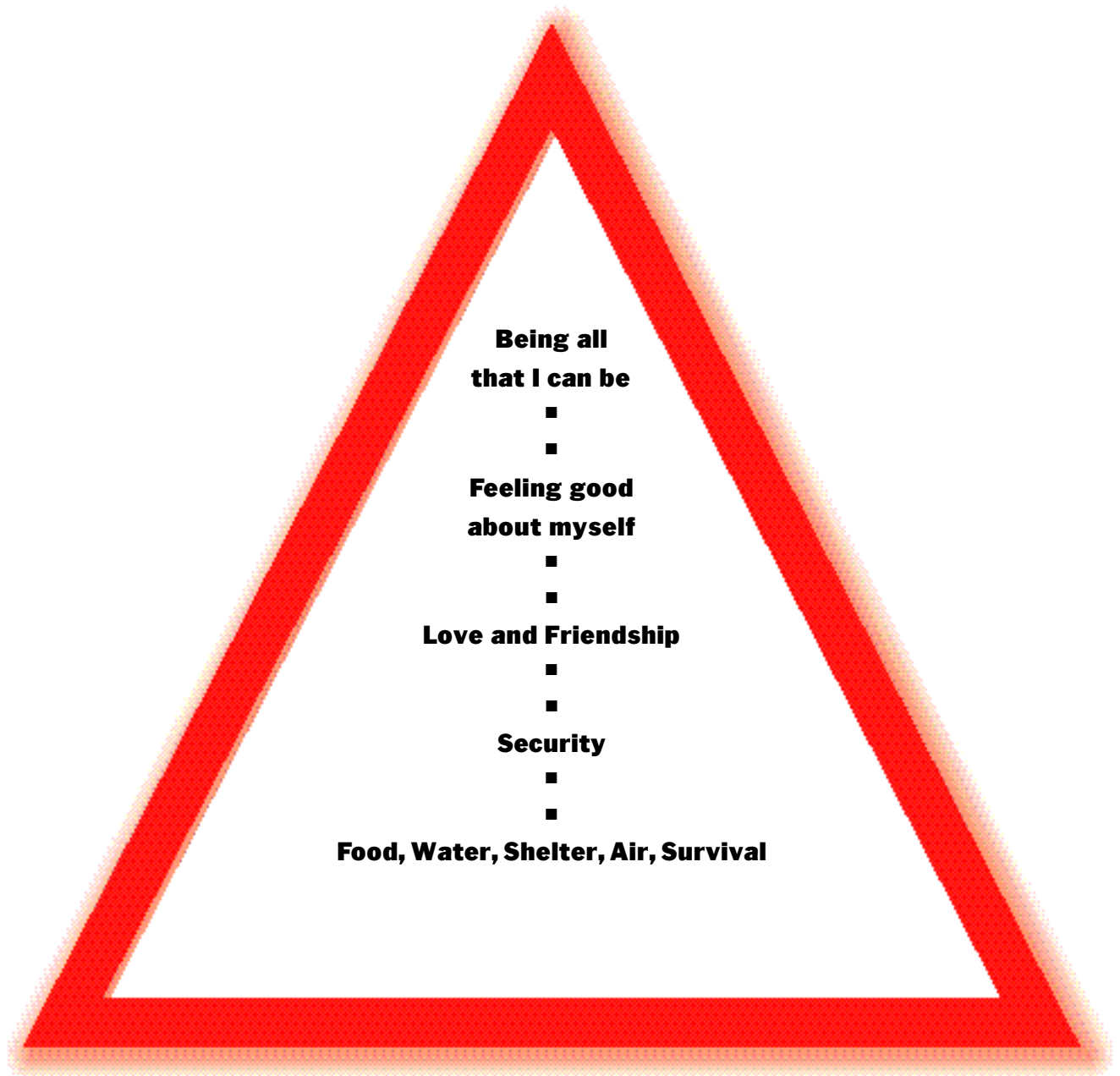
**An Application Activity** requires students to demonstrate understanding by using learned information in a practical way.

- Brainstorm simple vocabulary for describing each of the five need areas, e.g., “What are Physical Needs?”
- Discuss the structural importance of the pyramid.
- Use a toddler's ring-stacking game to demonstrate how the stack cannot be correctly completed without each underlying ring properly placed. Label rings to correspond to Maslow's Hierarchy.
- Give each student an interlocking puzzle of Maslow's Hierarchy pyramid and have them interlock the pieces, reinforcing the fact that the lower-level needs must be in place before interlocking a higher-need puzzle piece (see attachment).
- Divide the class into five groups—one for each need level.
- Students discuss and create lists of ways parents satisfy their children's needs at each level, using a worksheet (see attachment).
- Each group creates one assigned section of a large class poster, using pictures to represent how parents satisfy that particular need and/or listing ways.
- Groups convene to create a group poster from their individual parts, building the class poster from “Physical Needs” through “Self Actualization.”

## Meeting Human Needs

<b>INSTRUCTIONAL GROUPS</b>	<b>INSTRUCTIONAL MATERIALS/EQUIPMENT</b>
<ul style="list-style-type: none"> <li>■ Whole class for brainstorming activity</li> <li>■ Small groups for identifying how parents satisfy needs</li> <li>■ Whole class for creating large poster</li> </ul>	<ul style="list-style-type: none"> <li>■ Toddler's ring-stack game</li> <li>■ Individual Maslow's Hierarchy pyramid puzzle</li> <li>■ Individual worksheets</li> <li>■ Large poster paper</li> </ul>
<b>STUDENT RESPONSE</b>	<b>ENVIRONMENTAL CONDITIONS</b>
<ul style="list-style-type: none"> <li>■ Complete group section of pyramid poster</li> <li>■ Contribute to whole class poster</li> </ul>	<ul style="list-style-type: none"> <li>■ Appropriate space for group work</li> <li>■ Large area (walls or floor) for creating class poster</li> </ul>
<b>MOTIVATION</b>	<b>STUDENT MANAGEMENT</b>
<ul style="list-style-type: none"> <li>■ Use of simulation activity with toddler's toy</li> <li>■ Student puzzles</li> </ul>	<ul style="list-style-type: none"> <li>■ Teacher assigns group member roles and monitors performance</li> <li>■ Class product (poster)</li> </ul>
<b>INSTRUCTIONAL SUPPORT</b>	
<ul style="list-style-type: none"> <li>■ Teacher-led brainstorming</li> <li>■ Follow-up questioning and clarification on incorrect responses</li> <li>■ Teacher-created materials</li> </ul>	

## Maslow's Pyramid Chart



## Maslow's Puzzle

