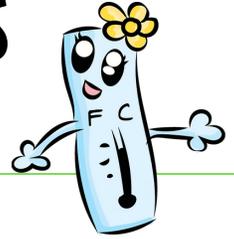




ANIMALS AND HABITATS

Grades K-3



BUILD WITH LEGOS

Students will build an animal and habitat using Legos

GUTEN TAG!

10 min

Guten tag is German for hello!

Greet your students. Be friendly. Use their name, ask a question, give a high five, or thumbs-up! Take roll. Mark down which students took a snack and tally how many snacks were given out.

STORY & SNACK

20 min

Read the story:

Today's story is called Chemical and Physical Changes. Read to your students outside as they sit in a circle.

SPORTS / GAMES

30 min

Hot and Cold Hopscotch

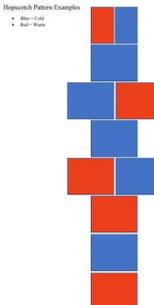
Students will play a fun game of hopscotch as they attempt to hop only on "warm" or "cold" squares to make it across the hopscotch pattern.

Materials- Chalk or paper and marker with tape, list of animals and whether they live in warm or cold climates.

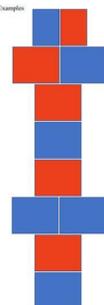
Examples of animals that like cold weather: Polar bear, penguin, Arctic hare, narwhal whale, beluga whale, northern fur seal, caribou.

Examples of animals that like warm weather: desert fox, lizard, alligator, dog, tropical fish, elephant, ground squirrel.

Hopscotch Pattern Examples



Hopscotch Pattern Examples



SPORTS/GAMES CONTINUED

30 min

Instructions- Create multiple hopscotch patterns using chalk or paper and tape. With the chalk or a marker, label the squares either warm or cold. There should be one pattern for every 5 to 7 students. Organize students into as many groups as there are hopscotch patterns. To play the game, students will line up at their hopscotch patterns. The instructor will call out an animal and whether it lives in a warm or cold climate. Students will take turns hopping across the hopscotch pattern on one foot, hopping only on the squares labelled for the climate that animal lives in. For example, if the instructor says "Penguin, cold," the students would hop across the hopscotch pattern only on the cold squares. If the instructor says, "Kangaroo, warm," the students will hop only on the warm squares. If the instructor calls out an animal, such as a camel, who can live in both cold and warm temperatures, the students may cross by hopping on all the squares. A variation of this game could be to choose to make this game a relay, or competition.

STEM TIME

50 min

Materials:

-  Tray
-  Legos

Make an animal and its habitat using Legos

Students will choose an animal that lives in either a warmer or colder climate, and build the animal and the habitat they live in.

Instructions:

- Each student will get a tray full of Legos.
- Students may use as many Legos as they need.

Explain:

Today we get to build models of animals and the habitats they live in. You will use Lego bricks to try and capture what your animals and their habitats look like. You can make a big or a small model. You can work in a group or work alone. Have fun working as an engineer!

Engineers have to take an idea and try and make it a reality. What ideas do you have? Look online if you need to find animals that you would like to build.

Remember to try and try again and if things are not working then ask for help. Sometimes when things seem like they are not working out interesting discoveries are made, so don't get discouraged.

Instructions:

Say - "Today we got to do a fun activity of creating with Legos! Draw a picture of your creation."

NATURE JOURNALING

20 min

Clean up/pack up/dismissal

Clean up, pack up and practice lining up.

CLEAN UP/ DISMISSAL

20 min

