

5-Animal Adaptations Match Game

Description: *In this lab, students will learn interesting facts about animal adaptation and practice them using a matching game.*

Standards:

- **5-LS2-1-** Develop a model to describe the movement of matter among plants, animals, decomposers, and the environment.

Materials supplied by classroom teacher:

- Colored Pencils (Or markers)- students can share
- Regular Pencil- one per student
- White paper- Each student needs 4 sheets of white printer paper or construction paper, either works
- Scissors- One per student or students can share

Advanced Preparation:

- Have all the materials on the students desk ready to go for the lesson.
- Please print out the game information page at the end of the packet. You can print out one per student or pair up students and share a page.

Program Connection Information

Please use an external microphone (conference style) rather than the integrated one in the computer for the audio for your class and locate it centrally in the room. It can be difficult for the Greenbush teacher to hear the students using the computer microphone and therefore it reduces the interactive nature of the lesson. It is fine to use the computer webcam for your video source though.

All classes will take place using Zoom desktop video. If your building is already set up to use a desktop video application with a computer, simply open a browser and enter <https://greenbush.zoom.us/j/6913388482> in the URL space. You may need to download Zoom launcher software (free download) if you don't already have it. This needs to be done in advance of the lesson.

If using a Polycom video conferencing unit (or any legacy type video conferencing unit) to connect to a ZOOM conference, make sure the unit is in "encrypted mode" then dial the following IP on the internet: 162.255.37.11 or 162.255.36.11 and once connected, they will ask for a MEETING ID: enter 6913388482 (for Kenzie at Science Center).

It's always a good idea to touch base with your district technology facilitator prior to your program to make sure all systems/equipment are in place and operational and no firewalls that might prevent you from connecting to Zoom.

Once you connect, you will enter a Zoom waiting room. Your Greenbush teacher will admit you into the final meeting room.

Classes take place at the following times:

9:00-9:45

10:00-10:45

12:15-1:00

1:15-2:00

2:15-3:00

If you log in during one of those times, you may connect during another class' lesson. If you do, please check your connection to make sure things are working properly and then leave the meeting until your scheduled time by selecting "End Meeting" in the lower right corner of your Zoom screen and click on "End Meeting". You will need to rejoin the meeting at your scheduled time. This prevents your site from interfering with the lesson currently in progress. After your lesson is finished, please leave the meeting.

If you have questions, please call Kenzie Heatherly at Greenbush (620-724-6281).

Prior to the IDL lesson, please review these cooperative learning strategies. Due to social distancing, we will only practice partner communication to follow distancing guidelines.

Round Robin

Each member of the team takes a turn sharing orally with the team.

Rally Robin

With a partner, students take turns sharing brief oral responses.

Timed Pair Share

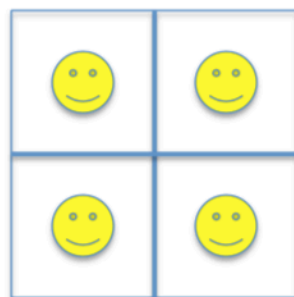
In pairs, students share with a partner for a predetermined time while the partner listens. Then partners switch roles.

Stand Up, Hand Up, Pair Up

Students move around with hands in the air and quickly find a partner with whom to share or discuss. Once students find a partner, they give each other a “high five” and stand together, ready for the next instructions.

More terms to know -

Shoulder Partner:
The person sitting on
the student's right or
left.



Face Partner:
The person
sitting facing the
student.

Animal Adaptation Match Game!

An adaptation is best described as the way a plant or animal adjusts to its environment. There are two basic ways animals can adapt to their environments; physical adaptation and behavioral adaptation.

Physical Adaptation: Changing the way they look

Examples: Snakes can camouflage, duck's webbed feet for swimming

Behavioral Adaptation: Changing the way they act

Examples: Bears hibernating, geese flying south for winter

How to make the cards:

- Each animal will need two cards. You have 24 cards so we will do 12 animals.
- On one card, you will have the name of the animal on one side, and draw a picture of the animal on the other side. On the other card, you will write a small description about the animal. We will do one together as an example.
 - o Example- Armadillo Lizard- Protects itself from predators by rolling up into a ball and creates a spiny ring to fend off unwanted predators. He has a good sense of smell to notice predators.
- Choose 11 animals off of this list to make your cards.

List of animals:

-Tiger	- Frog	- Cheetah	- Shark
-Monkey	- Deer	- Dolphin	- Kangaroo
-Bear	- Bird	- Wolf	- Lion
-Penguin	- Elephant	- Lizard	- Tarantula
-Rabbit	- Whale	- Giraffe	- Fish
-Snake	- Alligator	- Gorilla	- Bat

Game:

- After we make our cards, we will pair up with a partner to see if we can figure out which card goes with each animal.