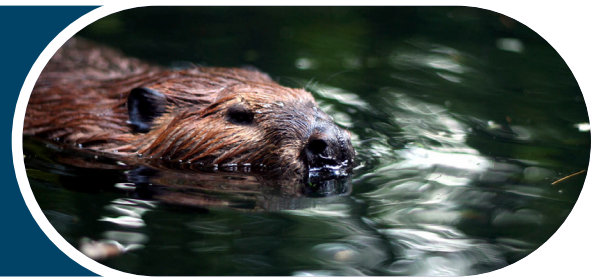


DIGITAL DISCOVERY WORKSHOPS

Teacher Toolkit: Animal Adventure | Grades K–2



PROGRAM OVERVIEW

Get familiar with the program content.

Program Description

Why do some creatures have fangs, fur, or scales? Go on an animal adventure to compare different species, and learn how animal adaptations help them survive! Geared towards your youngest learners, this Digital Discovery Workshop features a storybook as the basis of the adventure.



Program Objectives

Compare different animal anatomy to learn what it can tell us about how that animal survives.

Observe and discuss the characteristics of different animal skin.

Observe and discuss why heart rates might be different in different sized animals.

Observe and discuss different forms of teeth and make inferences about the function of teeth.

Program Key Words (English/Spanish)

Zoologist/ el zoólogo; la zoóloga

Comparative Anatomy/ anatomía comparativa

Skin/ la piel

Teeth/ los dientes

Heartbeat/ el latido del corazón

Habitat/ el habitat

Adaptation/ la adaptación



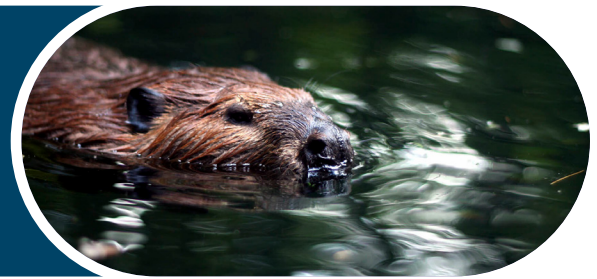
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Program Outline

- Introduction and guidelines.
- Introduce zoologist and comparative anatomy.
- Read Asha's Animal Adventure story
- Observations of animal skins.
- Discuss habitats and adaptation.
- Feel resting and active heart rates and compare to animal heart beats.
- Explore our own teeth types.
- Make observations and inferences about animal teeth on skull specimens.

[View Supported NGSS](#)



BEFORE THE PROGRAM



LUMIO LESSON

Activity time: ~20 minutes.

- Provide the [Animal Adventures Lumio Student Link](#) to each student. Students work on individual devices to explore vocabulary and activate prior background knowledge through a simple, interactive digital platform.
- If you'd like to customize the lesson or view your students' work, use the [Animal Adventure Teacher Lumio Link](#) and save it to your library before sending out a new student link to your personalized lesson.
- [Learn more about Lumio here!](#)



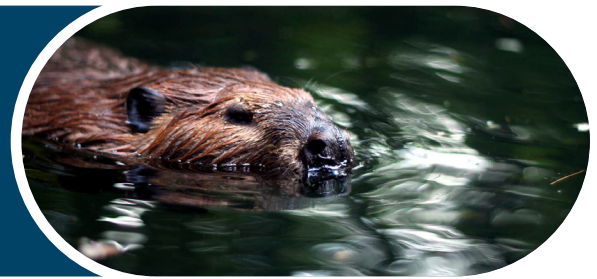
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BEFORE THE PROGRAM CONTINUED

DISCUSSION PROMPTS

Use these prompts to lead an optional pre-program discussion and reflection in your class.

- What do animals need to survive? What do humans need to survive? How are those needs similar or different?
- What do you think of when you hear the word habitat?
- If you were a zoologist, what kind of animal would you most want to study? What are some science questions you could ask to find out more about that animal?



DURING THE PROGRAM

Print the optional worksheet for your students to follow along with during the live presentation. The back of the worksheet includes additional prompts for after the program.

PRINTABLE WORKSHEET

- Animal Adventure Printout: [Click to download](#), then print double sided.

AFTER THE PROGRAM

These optional extension resources can be used within the learning space, or shared with students to do at home with their families.

ACTIVITY GUIDES

- **Habitat Match** | **Coincidencia de Hábitat**: Explore different animal adaptations that may help them overcome challenges living in their environments with this mix and match hands-on activity. Activity time: 20-30 minutes.
- **Adaptation Artistry** | **El Arte de la Adaptación**: Use your imagination to design a habitat on Earth 100+ years from now and explore the different adaptations plants and animals might have in that imaginary future world. Activity time: 15+ minutes.



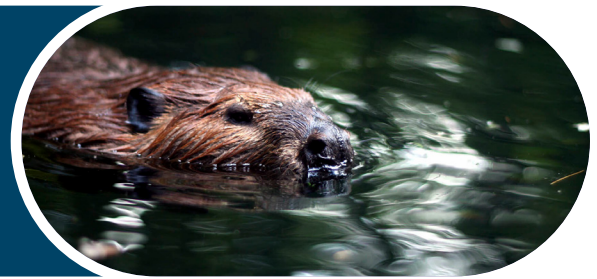
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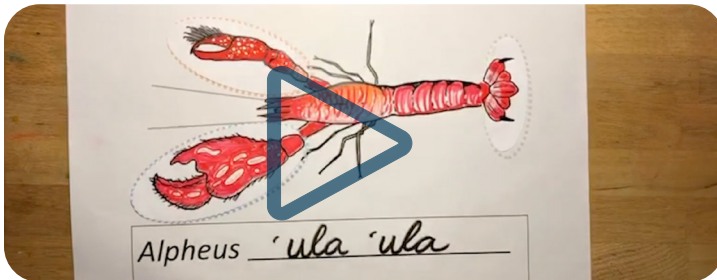


DIGITAL DISCOVERY WORKSHOPS

Teacher Toolkit: Animal Adventure | Grades K–2



AFTER THE PROGRAM CONTINUED

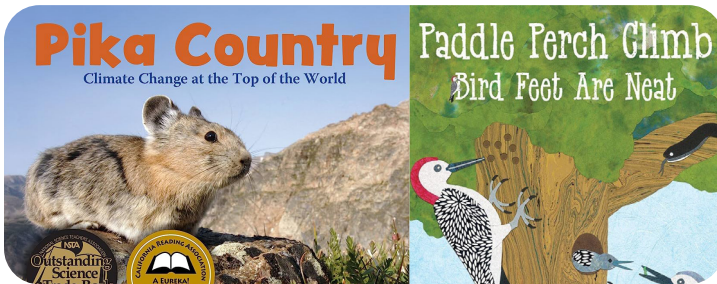


▶ STEAM VIDEO

- **Meet Snapping Shrimp and Make Your Own:** Learn about the special adaptations of Snapping Shrimp and make your own shrimp with the [follow along printout](#) in this five-minute video with Biologist Kristin Hultgren. Activity time: 30 minutes.
- **Adaption Artistry:** Follow along in this four-minute video as you bring your own imaginary creature to life through art. Design special features to help it survive in a new habitat! Activity time: 20 minutes.

📖 READING LIST

- Check out the [Animal Adventure reading list](#) for STEAM books related to the program themes.



For more activities with simple materials, check out the [Curiosity at Home](#) / [Curiosidad en Casa](#) web page. Explore activity sheets by age group and topic in both English and Spanish.



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