

Adaptation Creature

Key Questions:

1. What do plants, insects, animals need in order to survive?
2. What adaptations do the organisms that live in the marsh have that help them survive?

Objective

Students will design a creature focusing on creating adaptations that will help their creature survive in the Marsh Ecosystem

Preparation

Find an area with enough natural materials (leaves, flowers, rocks, sticks etc.) for students to use to help them build their creatures. For younger groups facilitator can collect materials for them to use.

Delivery

1. Show students pictures of plants, insects and animals and lead a discussion of how these creatures survive in the wild. What adaptations (physical and behavioral) help them survive in the wild?
2. Explain to students that will build a marsh creature of their own using the natural materials around them. Their challenge is to build a creature with adaptations that will help it survive in the marsh. Tell students the rules about picking plant.

**This activity would be a good follow up to an exploration activity such as birding or scavenger hunt. Can also combine this activity with a food web challenge- have students create a food web with their made up creatures.*

Debrief

Conduct a gallery walk where students share their creatures with the group and explain what adaptations they have that help them survive.



Theme

Ecology

Age

K - 6th grade

Duration

30 – 45 minutes

Materials

Materials to build a creature

Standards

1-LS1

3-LS

Activity

Spanish Key Words

What do plants, insects and animals need in order to survive?

¿Qué necesitan las plantas, insectos y animales para sobrevivir?

What adaptations do the organisms that live in the marsh have that help them survive?

¿Qué adaptaciones tienen los organismos que viven en la marisma salina que les ayudan a sobrevivir?

You are going to build a creature using materials from nature.

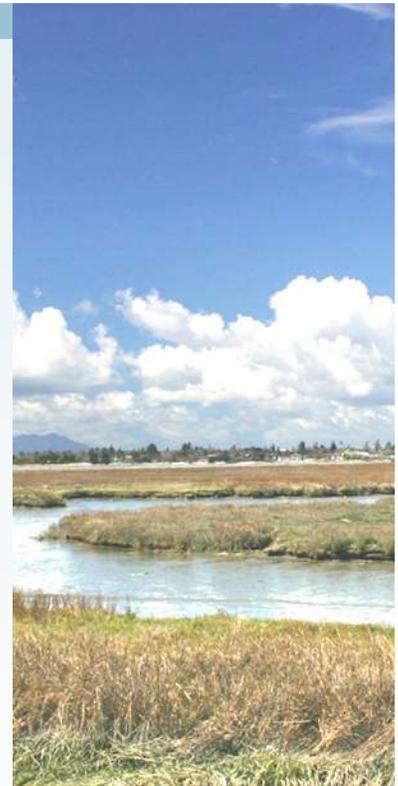
Van a construir una criatura del marisma salina usando materiales de la naturaleza.

Build your creature with specific adaptations that help them survive.

Construyen la criatura con adaptaciones.

Gallery walk

Paseo por la galería



Theme

Ecology

Age

K - 6th grade

Duration

30 – 45 minutes

Materials

Materials to build a creature

Standards

1-LS1

3-LS