

9. ANIMAL MATCH-UP

Overview: Play a game to match desert animals with their adaptations.

Objective: To check for understanding of desert animal adaptations to desert life.

Time needed: Approximately 45 minutes.

Group Size: 2-4

Age appropriateness: 2nd grade and up.

Site: any location

Background: Prior knowledge of desert animals and adaptations will make the activity more successful. Adaptations include size, coloration, water usage or storage, speed, body structure, and nocturnal behaviors. Research should be conducted prior to the activity.

Materials:

- Provided at the Garden
- 12 sets of animal pictures and clue cards
- Provided by the classroom teacher
- Nothing needed

Preparation: None required

Pre Activity: Videos, posters, and class discussions of adaptations of desert animals will prepare students for this activity.

Procedure:

1. Divide the class into groups of 2-4 students.
2. Hand out animal and clue card kits. Have students remove the yellow and green cards only. (Leave the pink cards in the bag.)
3. Students then match 3 green clue cards to each picture card.
4. After the matches are made, have students remove the pink cards as an extra check (pink cards are correctly grouped clues).
5. Teacher or leaders can check student matches when they are finished.
6. Conduct a class discussion about these animals and their adaptations.

Modifications:

1. The pink set of cards can be used instead of the green ones for younger children.
2. Use fewer animals if 6 seem too many.
3. A time limit can be set for a challenge for older students.

Extensions:

1. Create an imaginary animal using specified adaptations.
2. Research and report other animals and their adaptations.

Reference List:

Nature Scope, Discovering Deserts
OBIS--Invent an Animal
Project WILD
Assorted Field Guides

Time of Year: any time

****This activity was adopted from Nature Scope, Discovering Deserts**