

ANIMAL ENCOUNTERS

SUMMARY

This program is intended to exhibit different animals including mammals, reptiles, amphibians, insects, and also arachnids.

GRADE LEVEL: All ages

ACTIVITY DURATION: 1 hour

SETTING: Classroom setting

SUBJECT AREAS: Earth and Human Activity Molecules to Organisms Structures and Processes

NGSS: K-ESS3-1, K-LS1-1

OBJECTIVES: This program is designed to provide students with living examples of multiple types of animals. Students will be offered tactile experiences with most of the featured animals. By the end of the program, they should have a better understanding of:

- Animal diets and husbandry
- Animal structures and morphology
- Skin, fur, hair and scale textures
- Habitats and ecological importance
- Special adaptations for protection and hunting

COOPERATIVE APPROACH: This program works well with any of the programs that have an emphasis on Habitat, Adaptations, or Ecology.

MAKING CONNECTIONS: Many students only experience living animals through television, movies, and at zoos. Because of this many people have irrational fears or prejudices against certain animals. Overcoming these fears help students to appreciate and therefore protect these animals and others.

ALTERATIONS:

A “No-Touch” alteration can be employed for audiences where special fears may hinder the experience of the audience.

EXTENSION:

The *animal encounter* program can be extended into a longer program in which the principles of application, analysis, and synthesis are applied. Such extensions can include:

-Construct a captive habitat for one of the animals that will provide food, water, shelter, and space needed. Students will chose among various supplies to determine what works best and how they should be placed to keep the critter happy and healthy.

