



Adaptation Creation

Ideal for grades 4 and 6

Appropriate for grades: 3-7

Materials Needed: writing materials, materials for their presentations

Activity Categories: pre-visit, post-visit, needs of living things, adaptations, ecology

Students will make up a creature – this can start like a plant, animal or fungi (or anything else you can think of). The students will need to determine where it lives and come up with three adaptive features of the creature that will make it most suited to its habitat. For example, a creature that lives high in the trees needs suction cups to prevent it from falling, a long pointed beak to catch food, and a green coat to camouflage it with the tree.

Students can draw their creature, design the different parts to be worn as a costume, make the creature out of clay, or create the creature on the computer using any drawing program. Students will come up with a name for it, then move around the classroom with their creature and try to find two other species in the room that might fit into their own creature's ecosystem, providing reasoning for their choice. As a future activity, you could have all students make a creature for a particular ecosystem, and come up with a food web of that ecosystem in small groups. You can also reverse the activity, giving the adaptations of the creature, and the students will have to choose an appropriate ecosystem for it to live.

Pre-Visit modifications: Have students write down each adaptation to find an organism in the museum. Can they find a real organism that is similar to theirs? Ensure the students have a strong grasp on the concept of adaptations and ecosystems.

Post-Visit modifications: If you created a creature during your visit to the Beaty Biodiversity Museum, use this drawing as a starting point for a project. Create a costume out of recycled materials, create a model of the creature in clay, animate your creature, make it a website, create other organisms for it to interact with, or make trading cards in the class to trade with classmates.