6th Grade

~Adaptation and Survival Game~

Materials and Time

* Computer with access to Microsoft PowerPoint
* A projector to project the game onto a white board or another display screen for the class to view
* Up to 30 minutes to play the game
* Any additional time needed if children want to further research the animals with a computer and Internet access

State Standard

MS-LS1-4. Use argument based on empirical evidence and scientific reasoning to support an explanation for how characteristic animal behaviors and specialized plant structures affect the probability of successful reproduction of animals and plants respectively.

Objectives

* Have students make observations and hypothesize from the photographs of the Biotrek animals to determine the behaviors or characteristics that the animal has that will help the animal better survive in the surrounding environment.
* From those observations, students should attempt to provide a hypothesis on what part of the rainforest the animal lives in.
* If the students enjoyed the lesson, they can further research about the Biotrek animals through the use of a computer and Internet access.

Anticipatory Set/ Linking to prior knowledge

* Knowledge about what significance an adaptation for survival is to animals.

Instructions

First, place students into small groups. Explain to the students that they will be making hypotheses based on observations from the photographs of Biotrek animals. These hypotheses include objectives, such as what behaviors or characteristics the animal has that will help it better survive in its environment, as well as what part of the rainforest the animal lives in (arboreal or forest floor animal). Answers are provided in the “note” section under each PowerPoint slide. When the game is over, students are able to research more about the Biotrek animals if they would like to do so. This game can be a pre-lesson before coming to Biotrek, or it can be used as a post-lesson to test knowledge gained after visiting Biotrek.