

Wildlife Prairie State Park

Amazing Animals

Teachers Packet

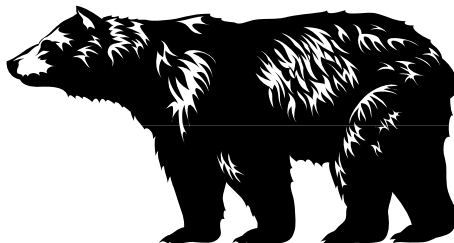
Grades 1-2

Abstract

Animals come in all shapes and sizes. Shared characteristics link animals together into groups. Explore these characteristics, the habitats in which animals live and how they are suited to move about there.

Addresses State Goal Requirements for Education

- Goal 4.A.1a** *Listen attentively by facing the speaker, making eye contact and paraphrasing what is said.*
- Goal 4.A.1b** *Ask questions and respond to questions from the teacher and from group members to improve comprehension.*
- Goal 12.A.1a** *Identify and describe the component parts of living things (e.g., birds have feathers; people have bones, blood, hair, skin) and their major functions.*
- Goal 12.A.1b** *Categorize living organisms using a variety of observable features (e.g., size, color, shape, backbone).*



Objectives

To help students classify the Animal Kingdom, and in particular, identify the characteristics of the five groups of animals with backbones (mammals, birds, reptiles, amphibians, fish).

To discover the diversity of animal life by exploring where and how they live.

To discuss how habitats and mammals change over time and bring awareness to the fact that when an animal's habitat changes too quickly they may be unable to change quickly enough to survive.

The goal of all environmental education programs at Wildlife Prairie State Park is to help students become environmentally knowledgeable, skilled, and dedicated citizens who are willing to work individually and collectively toward achieving and maintaining a dynamic equilibrium between the quality of life and the quality of the environment.

STUDENT PREPARATION

Before coming to Wildlife Prairie State Park, please familiarize your class with the following vocabulary words. In addition, students should participate in at least one pre-trip activity.

- 1) **vertebrate-** Animals that have a backbone.
- 2) **bird-** Animals that have feathers. Ex. Robin, duck
- 3) **amphibians-** Animals that have smooth, moist skin and hatch out of eggs.
Ex. Frogs, salamanders
- 4) **fish-** Animals that have scales, live in water and have gills to breathe.
- 5) **reptiles-** Animals that have dry scaly skin and no hair or feathers.
Ex. Snakes, turtles, lizards
- 6) **mammals-** All animals that have fur or hair.
- 7) **warm blooded-** Animals that are able to maintain a constant body temperature.
Ex. Mammals, birds
- 8) **cold blooded-** Animals whose body temperature is influenced by the environment. Ex. Reptiles, amphibians
- 9) **carnivore-** An animal that eats only meat. Ex. Wolf, cougar
- 10) **herbivore-** An animal that eats only plants. Ex. Rabbit
- 11) **omnivore-** An animal that eats both plants and meat. Ex. Humans, bears

Wildlife Prairie State Park
Amazing Animals
Pre-Trip activity

Super Babies

Match pictures of baby animals to descriptions of each other.

Have you ever heard of a baby that can walk within an hour after it is born? Baby bison can. So can some baby deer, elk, and other grazers.

Objective:

This is a way for your students to learn about these and other amazing animal baby feats.

Describe some interesting facts about several baby animals.

Pass out copies of the next page and explain that each of the descriptions in the “balloons” on the top half of the page goes with one of the animal babies pictured on the bottom half. Have the children color the animal pictures and cut them out. Then have them cut out the balloons, match them to the appropriate animal pictures, and paste each baby animal and its balloon onto another piece of paper.

Materials:

Copies of following page

Crayons or markers

Scissors

Paper

Glue

Drawing Paper (optional)

Reference books (optional)

You can extend the activity for older students by having them find other amazing animal baby facts once they’ve finished matching the animals and balloons. The students can draw pictures of the animal babies, then write special facts about them at the tops of their pictures.

**Wildlife Prairie State Park
Amazing Animals
Pre-Trip Activity**

1. I'm the size of a honeybee when I'm born.



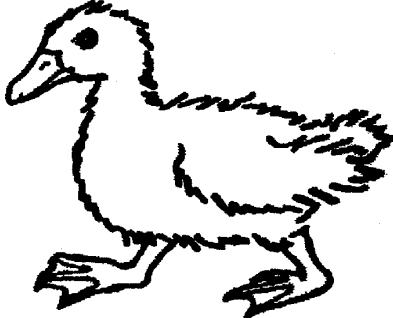

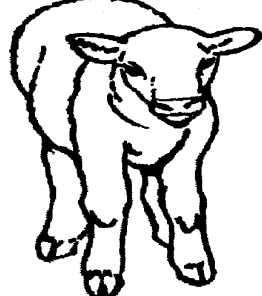

2. I'm born during the coldest part of the year, blind and unable to move.

3. When I'm young I only live in the water.

4. When I'm ready to learn to swim, I jump out of the nest, sometimes 30 feet up in a tree.

5. I can walk within one hour of birth.

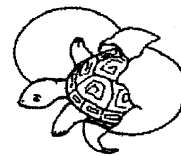
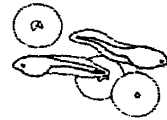
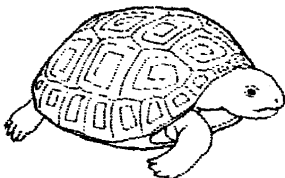
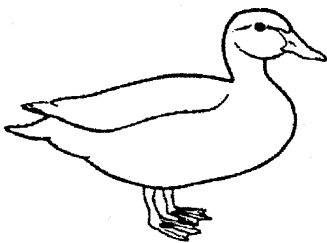
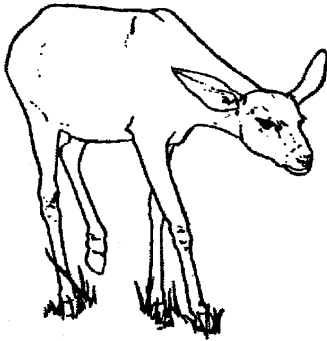
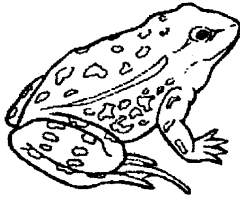
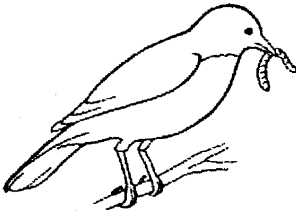
6. I have no scent when I'm born. My mother hides me to keep me safe.

<p align="center">Frog</p> 	<p align="center">Deer</p> 	<p align="center">Wood Duck</p> 
<p align="center">Black Bear</p> 	<p align="center">Bison</p> 	<p align="center">Opossum</p> 

Wildlife Prairie State Park
Amazing Animals
Pre-Trip Activity

Match the Mothers

Draw a line from the mother to her babies.



Adapted from: Brookfield Zoo Connections

Wildlife Prairie State Park
Amazing Animals
Pre-Trip Activity

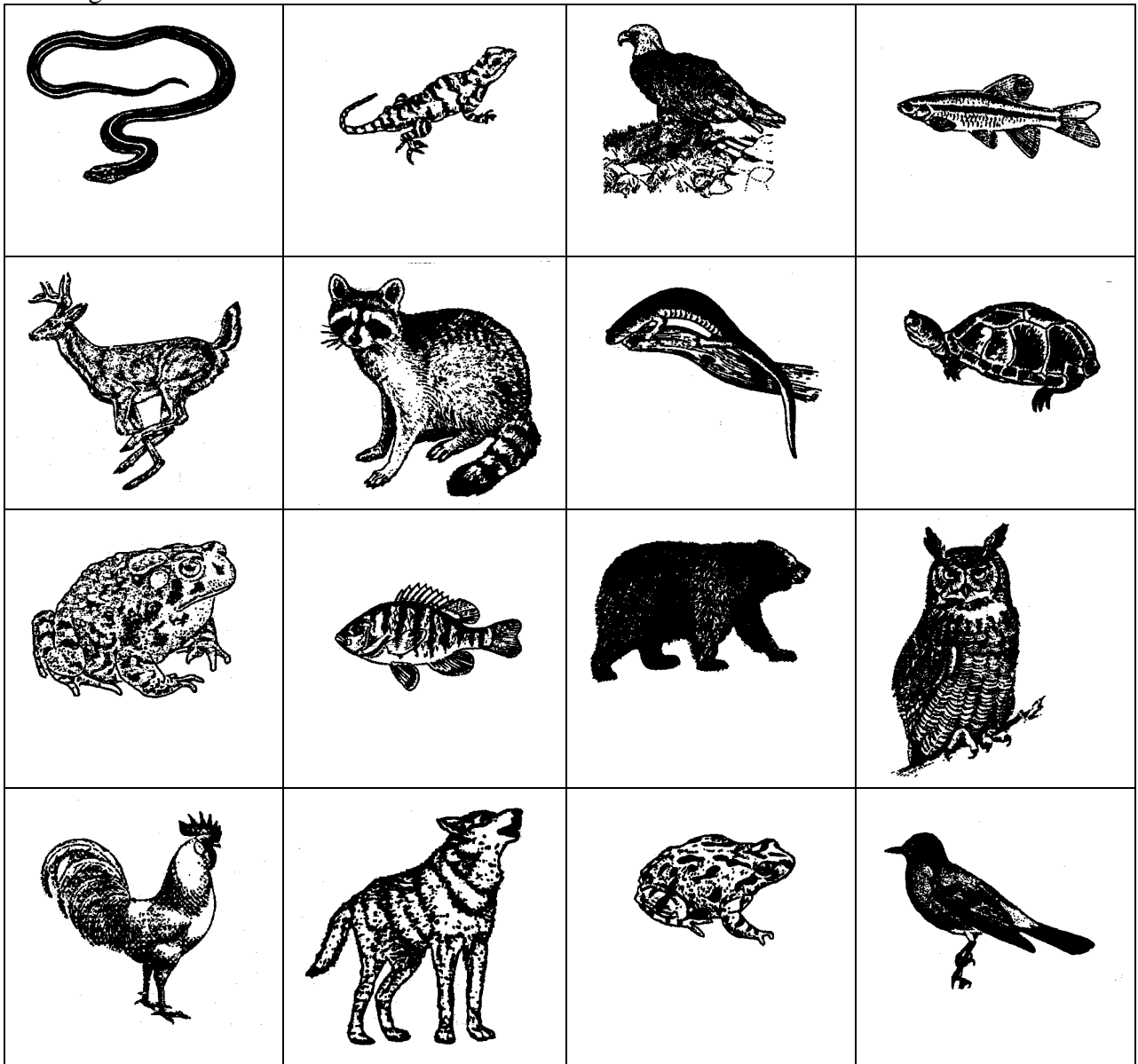
Animal Families

Put an **X** on the **BIRDS**

Put a **O** on the **REPTILES**

Put a around the **AMPHIBIANS**

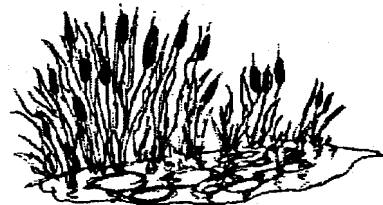
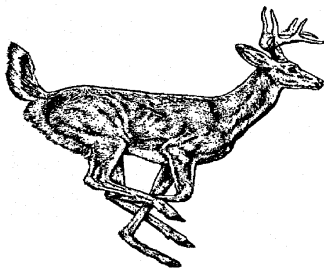
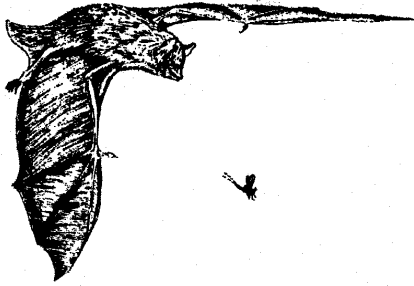
Make grass under the **MAMMALS**



**Wildlife Prairie State Park
Amazing Animals
Pre-Trip Activity**

Match the Habitat

Draw a line between the animal and its habitat.



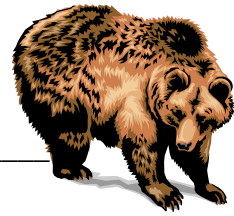
Developed by the Wildlife Prairie State Park Education Department, 1994.

**Wildlife Prairie State Park
Amazing Animals
On-Site Activity**

At Wildlife Prairie State Park I found:

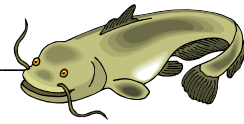
One mammal:

I saw a _____



One fish:

I saw a _____



One reptile:

I saw a _____



One bird:

I saw a _____

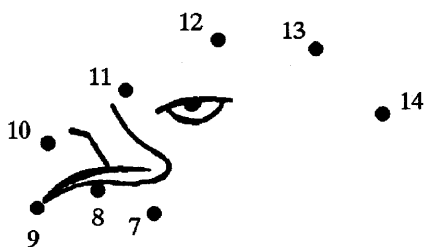


One amphibian:

I saw a _____



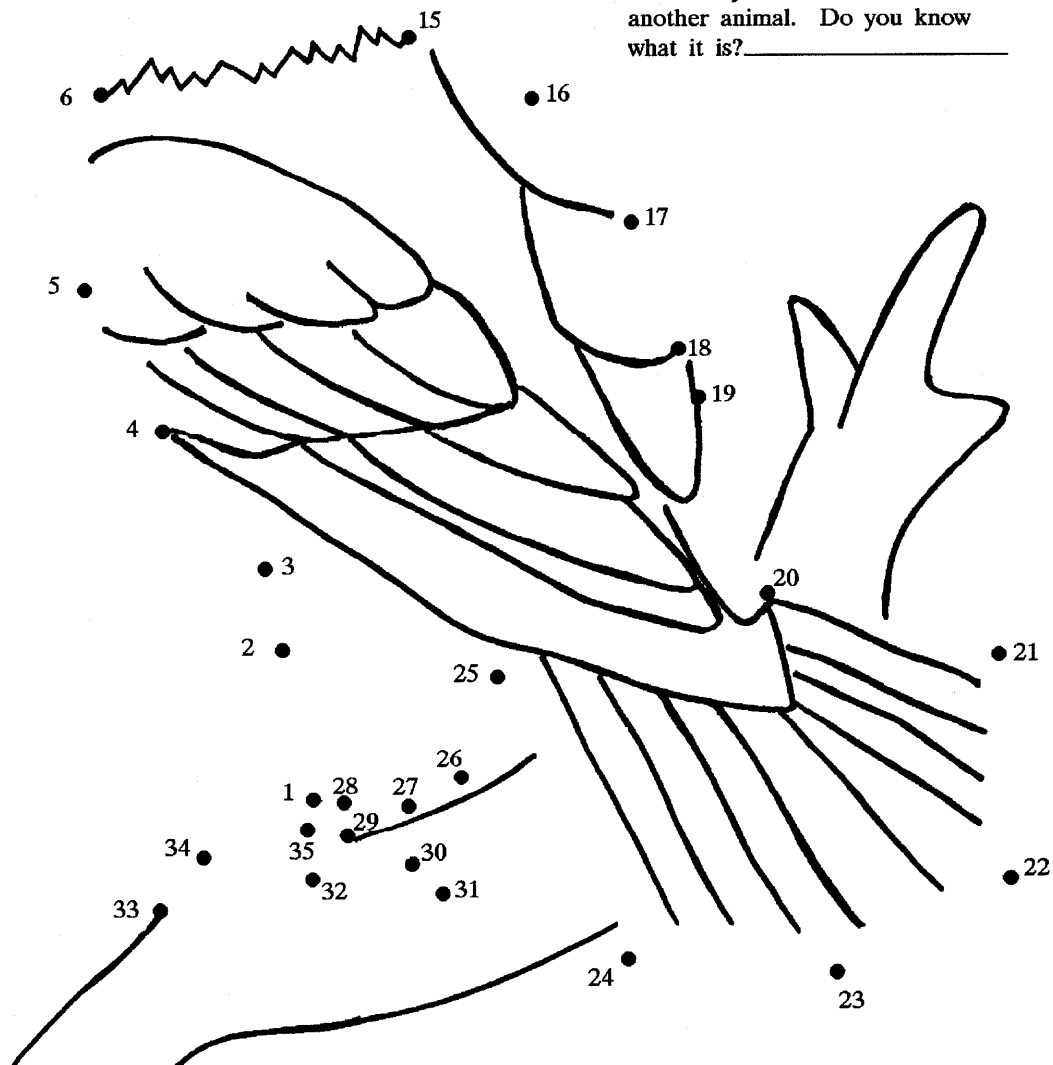
Connect the Dots



Connect the Dots

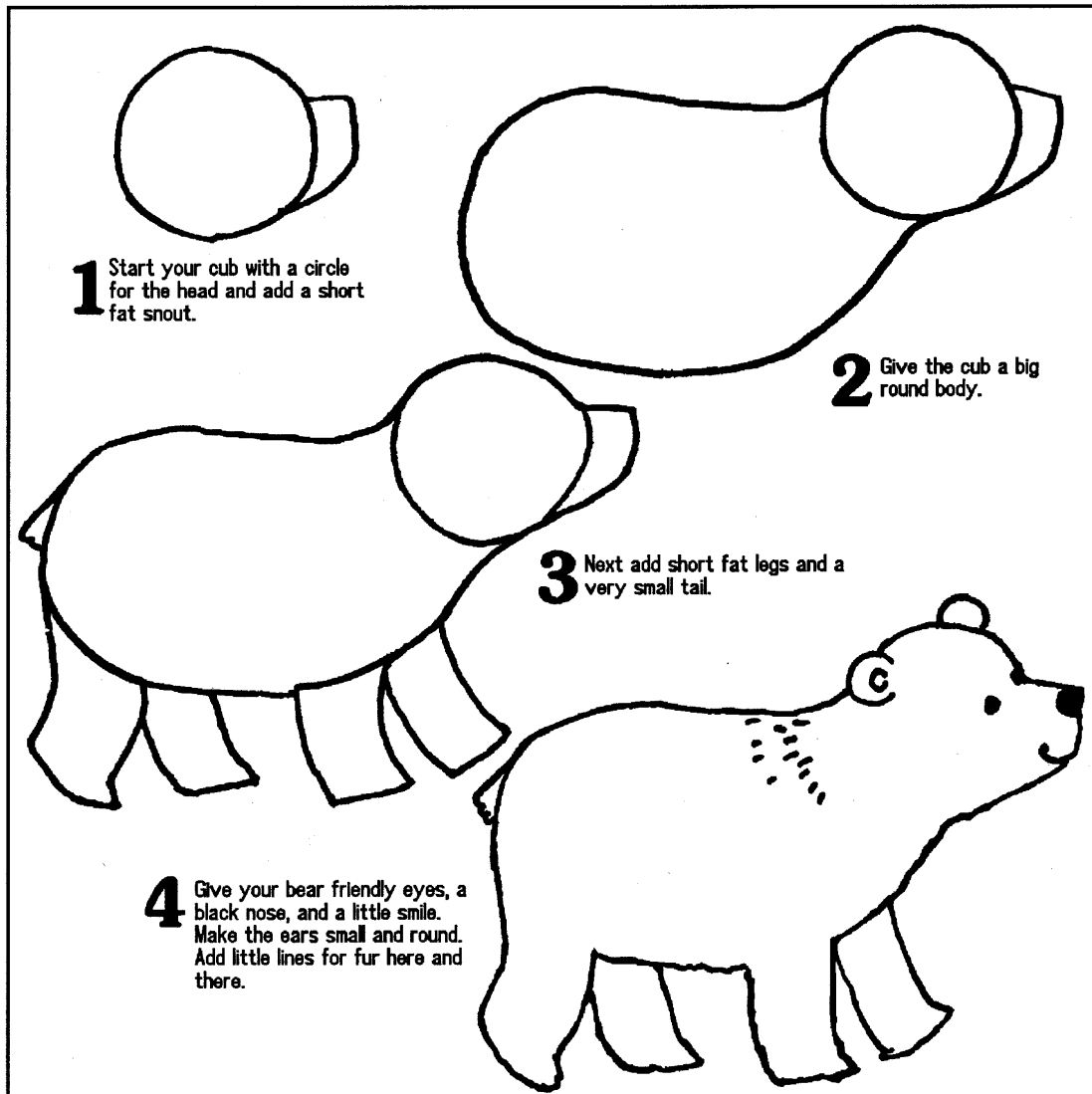
I am a bald eagle.
What color is my head? _____
The color tells you I am over _____
years old.

Look at my beak. I like to eat
another animal. Do you know
what it is? _____



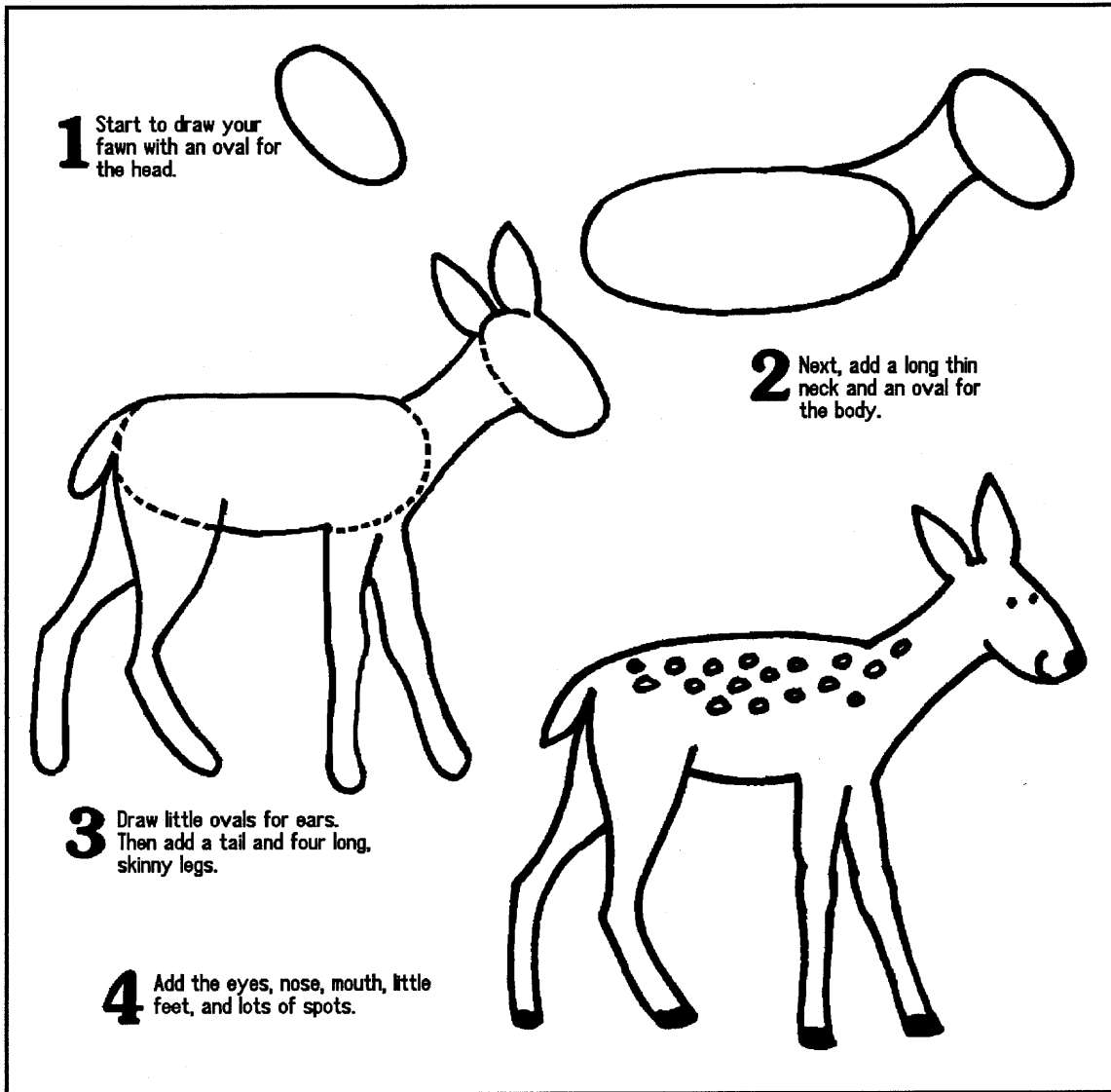
A baby bear is a... CUB

Most bear cubs are born during the mother's winter sleep. The cubs stay in the den with their mother for about two months. When they come out of the den in the spring, they are frisky and playful. They will stay with the mother for about two years. She teaches them to hunt for food.



A baby deer is a... FAWN

Fawns live in the woods and prairies and eat leaves, grass, and other small plants. If danger is near, they hide in the tall grass and keep very still. A fawn's coat has many spots. The spots make the fawn hard to see when it is hiding. Fawns lose their spots when they grow up.



Wildlife Prairie State Park
Amazing Animals
Post-Trip Activity

Guessing Game

Instruct students:

Put one hand over your mouth so you don't say your answer out loud.
If you think you know the answer, raise your other hand.

Clues:

1. I have scales and fins.
2. I lay eggs in water.
3. I breathe through gills.
4. I eat insects.

Open and display study print.

Source: Brookfield Zoo Connections.

Wildlife Prairie State Park
Amazing Animals
Post-Trip Activity

Guessing Game

Instruct Students:

Put one hand over your mouth so you don't say your answer out loud.
If you think you know the answer, raise your other hand.

Clues:

1. I have smooth, wet skin.
2. I lay my eggs in water.
3. I am an amphibian.
4. My babies are called tadpoles.
5. I say, "ribbit, ribbit."

Open and display study print.

Source: Brookfield Zoo Connections.

Wildlife Prairie State Park
Amazing Animals
Post-Trip Activity

Guessing Game

Instruct Students:

Put one hand over your mouth so you don't say your answer out loud.
If you think you know the answer, raise your other hand.

Clues:

1. I have hair and fur on my body.
2. I am a mammal.
3. My baby can walk within an hour of birth.
4. I am somewhat large.
5. The males of my species have antlers.
6. I have white fur on the underside of my tail, which can be seen when I flip it up as a signal to others.

Open and display study print.

Adapted from: Brookfield Zoo Connections.

Wildlife Prairie State Park
Amazing Animals
Post-Trip Activity

Guessing Game

Instruct Students:

Put one hand over your mouth so you don't say your answer out loud.
If you think you know the answer, raise your other hand.

Clues:

1. I have feathers.
2. I am a bird.
3. I am a sign of spring.
4. I have a reddish chest.

Open and display study print.

Source: Brookfield Zoo Connections.

Wildlife Prairie State Park
Amazing Animals
Post-Trip Activity

Guessing Game

Instruct Students:

Put one hand over your mouth so you don't say your answer out loud.
If you think you know the answer, raise your other hand.

Clues:

1. I have dry scaly skin.
2. I lay my eggs on land.
3. I am a reptile.
4. I can hide my head and legs inside my shell.

Open and display study print.

Source: Brookfield Zoo Connections.