

# ANIMAL ANTICS



## **BENCHMARKS and TASKS**

**SC.F.1.1.3** The student describes how organisms change as they grow and mature.

**SC.F.2.1.1** The student knows that living things have offspring that resemble their parents.

- The student observes and records that organisms change in some ways and stay the same in some ways as they grow.
- The student recognizes that plants and animals produce offspring with similar characteristics but individual differences (e.g., kittens in a litter may be colored differently).

## **KEY QUESTION**

How do animals change as they grow?

How are offspring similar and different in appearance compared to their parents?

## **BACKGROUND INFORMATION**

Every living thing comes from another living thing of the same kind. Heredity is the passing on of traits and characteristics from parents to offspring.

## **MATERIALS**

### **Teacher**

picture of a young animal when it is a baby

and when it is older

class observation chart

Venn diagram

*Animals and Their Babies* (Benchmark Education Co.)

### **Per pair of students**

*Animals and Their Babies* activity sheet

2 pairs of scissors

crayons or markers

## **ENGAGE**

Show a picture of a young animal (e.g., your pet) for the students.

Ask students to describe the animal. List observations on a circle map or chart paper.

Ask how old the animal is and have them tell how they know.

Show the picture of the same animal at an older age and discuss how the pictures are alike and how they are different.

Discuss any changes.

## **EXPLORE Part 1**

1. Give each pair of students a copy of the *Animals and Their Babies* picture sheets. Tell them to color and cut out all the pictures, then sort them into piles. (They may decide how to sort them.)
2. Allow some students to explain how they sorted the pictures.
3. Tell students they may work with their partners to play a memory game—matching the adult animals with the animal babies. Student pairs will mix up one set of pictures and lay them face down on the floor. One at a time each student will pick 2 pictures. If the pictures match—adult animal to baby animal—the student should keep the 2 pictures and take another turn. If the pictures are not an adult/baby match, the student will turn the pictures back over and let the partner take a turn. The game is over when all pictures have been matched.

## **EXPLAIN**

Ask:

*Do animals change as they grow?*

*How do some animals change as they grow?*

*Do all animals change in the same ways?*

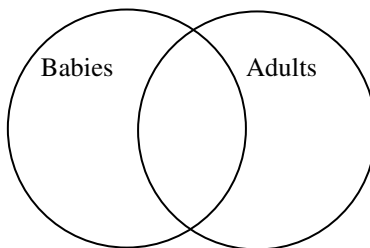
*Do you change as you grow?*

*Do animal babies move like adult animals? If not, what are the differences in movement?*

*Do animal babies eat the same things as their parents?*

## **EXTEND/APPLY**

On the board, draw a Venn Diagram or Double Bubble Map. Ask students to suggest things a baby can do, what an adult can do, and what both can do. Use the headings, *Babies* and *Adults*. Help students think about why animals change as they make their suggestions and discuss them. Put the words in the proper place on the Venn Diagram or Double Bubble Map.



## **EXPLORE Part 2**

Tell the students to sort the pictures into two groups:

- the offspring that look like their parents
- the offspring that do not look like their parents.

## **EXPLAIN**

Ask:

*Which offspring look like their parents?*

*Which offspring do not look like their parents?*

*Will they ever resemble their parents?*

*What are some ways you look like your parents?*

# ANIMALS AND THEIR BABIES

