



AT HOME CLASSROOM RESOURCES

## MIDDLE YEARS

# Adapt or Die: Critter Creation

GRADE 4

### LESSON DESCRIPTION

Behavioral and physical adaptations are fantastic ways that animals and plants survive in their habitats. In this activity, students get creative and invent an imaginary critter which must survive in their habitat.

### SUGGESTED CURRICULUM LINKS

Habitats and Communities - 4-1-01, 4-1-03, 4-1-04

## LESSON

Ensure students understand the following concepts:

- **Adaptation:** A trait that helps an organism survive in its habitat.
- **Physical** (or structural): A body structure or function that helps an organism survive.
- **Behavioural:** A way that an organism acts or reacts to its environment that helps it to survive.

Using various art media (paint, draw, model or sculpt), have students:

1. Design imaginary critters and describe how they are adapted to survive in their habitat.
2. Design an imaginary habitat to suit their critters (e.g. a planet where the ground is made of Jello or where volcanoes constantly fill the air with smoke), or use a realistic habitat such as a marsh, desert, or stream. Include water and shelter for the critter.
3. Invent the food that your critter eats (plants or animals). Adapt the prey to be able to avoid being eaten by your critter.
4. Invent some predators for your critter. Adapt them to overcome the defenses of the critter.
5. Develop your habitat. Include other producers, consumers, decomposers, and scavengers, as well as non-living factors such as weather, soil, rocks, sunlight etc.