



# Act Like an Animal

## Virtual Classroom Extension

### **Objectives**

These activities are designed to start your at-home students in recognizing themselves as scientists and in thinking critically about problem-solving. The goal is to teach concepts through discovery and to encourage using scientific thought processes. Feel free to adapt the lessons provided to better suit your students' abilities. Take these ideas, make them your own, and your students will have a greater chance of success.

### **Materials**

None

### **Background Information**

The study of animal behavior is called ethology and it can help scientists better understand animals. This understanding provides valuable knowledge that informs how to best care for animals in zoos, as well as inform conservation efforts to help species overall. Observing animal behavior can be a fun activity to compare how different animals or types of animals move. For this activity, at-home students will research different animal behaviors and demonstrate them through their own physical movements.

### **Procedure**

1. Begin this activity by asking your at-home student what kind of animal behaviors they are familiar with and/or discuss a few known behaviors below.
  - Cheetahs – run fast.
  - Monkeys – use their arms to swing from branch to branch.
  - Birds – flap wings to fly.
  - Turtles – use their front legs/flippers to pull themselves through the water.
  - Penguins – waddle as they walk.
  - Kangaroos – hop.
  - Sea anemones – sway in the water.
2. Research or think about different types of animal behavior, movement, and/or locomotion and make a list of what you find.
3. Physically act out each movement. Depending on your child's abilities and interest, you can take this activity in a few different directions.
  - Turn on some music and make up a dance.
  - Play "Simon Says" using the animal behaviors as your movements.
  - Go outside and play "Mother May I" using the animal behaviors as your movements.
  - Find or create a pair of dice. Assign animal behaviors to each number on one of the dice. Roll the pair of dice. The number on one dice will tell you which behavior to perform, while the other number will tell you how many times you need to do it (e.g. if "hop like a kangaroo" is assigned to the number five and you roll a five and a three, your at-home student will need to hop three times).

**Ohio's Learning Standards**

<b>Science Content Standards</b>
Grade K Life Science Topic: Physical and Behavioral Traits of Living Things <b>K.LS.2:</b> Living things have physical traits and behaviors, which influence their survival.