

From Flat to Fluffy!

Teaching Animal Adaptations through Technology, Research and Art

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All Grade Levels

The Task:

The student will investigate an animal and understand how it is adapted to live within its own ecosystem. In cooperation with the Librarian, Art Specialist and Technologist, students will research, sort, produce and communicate their project.

The Process:

In the Library: Students will research their animal using the library laptops as well as animal books and answer questions they have generated. Graphic organizers (see resource handouts) will be completed with the librarian.

In the Computer Class: Part 1 - Using a paint/art/production program (Paint or Pixie), students will draw their animal learning various techniques with each tool as they go along. Upon completion, the animal will be printed and given to the Art Teacher.

Part 2 - Student will use their graphic organizers to create a "Wanted Poster" of their animal.

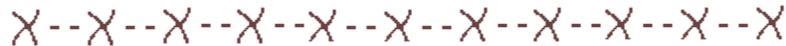
Wanted Posters can be downloaded (see resource handout) or created with:

www.bighugelabs.com

Tech4Learning Pixie4

Microsoft Word

With the Art Specialist: Student now have an opportunity to take their animal and go from flat to fluffy by adding materials to their print out to make it 3D. The Art Teacher may also choose to have students take what they've learned and apply it to making another 3 dimensional creation. **The moose picture, on the title page, was created by using fake fur for the head, sandpaper for the ears and felt for the eyes.**



Objectives:

Living Systems

4.5 The student will investigate and understand how plants and animals in an ecosystem interact with one another and the nonliving environment. Key concepts include

- a) behavioral and structural adaptations;
- b) organization of communities;
- c) flow of energy through food webs;
- d) habitats and niches;
- e) life cycles; and
- f) influence of human activity on ecosystems.

Language Arts

4.6 The student will demonstrate comprehension of information resources to research a topic.

- a) Construct questions about a topic.
- b) Collect information, using the resources of the media center, including online, print, and media resources.
- c) Evaluate and synthesize information.

Technology

Grades 3-5

Basic Operations and Concepts

- C/T 3-5.1 Demonstrate an operational knowledge of various technologies.
- A. Use various types of technology devices to perform learning tasks.
 - Use a keyboard, mouse, touchscreen, touchpad, and other input devices to interact with a computer.
 - Demonstrate the ability to perform a wide variety of basic tasks using technology, including saving, editing, printing, viewing, and graphing.
 - B. Communicate about technology with appropriate terminology.
 - Use basic technology vocabulary in daily practice.
- C/T 3-5.2 Identify and use available technologies to complete specific tasks.
- A. Identify the specific uses for various types of technology and digital resources.
 - Identify the differences among local, network, and Internet resources and tools.
 - Create, edit, and format a document with text and graphics.

- Create and present a multimedia presentation.
 - Create and populate a spreadsheet with data.
 - Capture and edit a digital image.
 - Demonstrate the ability to choose appropriate resources when completing assignments in various content areas.
- B. Use content-specific tools, software, and simulations to complete projects.
- Use tools in various content areas as directed by the teacher.

Technology Research Tools

- C/T 3-5.6 Plan and apply strategies for gathering information, using a variety of tools and sources, and reflect on alternate strategies that might lead to greater successes in future projects.
- A. Collect information from a variety of sources.
- Conduct research using various types of text- and media-based information.
- B. Apply best practices for searching digital resources.
- Apply effective search strategies that will yield targeted information.
 - Identify basic indicators that a digital source is likely to be reliable.

Thinking Skills, Problem Solving, and Decision Making

- C/T 3-5.8 Practice reasoning skills when gathering and evaluating data.
- A. Determine when technology tools are appropriate to solve a problem and make a decision.
- Identify technology resources and tools that can help with decision making.
- B. Demonstrate organization and persistence when completing personal and group assignments, activities, and projects.
- Use various productivity tools that help with planning, time management, project goal setting, etc.

C/T 3-5.11 Apply knowledge and skills to generate innovative ideas, products, processes, and solutions.

- A. Organize and display knowledge and understanding in ways that others can view, use, and assess.
- Understand the various ways in which digital products can be shared.
- B. Use technology tools to share original work.
- Use presentation tools to organize and present stories, poems, songs, and other original work.