



Frisch's Outreach: What's For Dinner? (Gr.1-3) Extensions

At a glance

Students will explore the various ways animals meet one of their basic needs of survival – acquiring food.

Goal

This program is designed to allow students time to explore the many ways animals successfully meet the survival need to find food.

4. Students will be able to identify adaptations that allow some animals to avoid being another animal's food.

Objectives

1. Students will gain an understanding of a wild animal's need to successfully find and acquire their own food.
2. Students will be able to identify the different types of food preferences among wild animals.
3. Students will be able to identify adaptations that allow animals to be successful in their food acquisition.

Theme

Wild animals have specific food requirements necessary for survival.

Sub-themes

1. All wild animals have adaptations that enable them to acquire the food they need.
2. Wild animal have adaptations that enable them to evade being another animal's food item.

Extension

Let's Eat At The Animal Cafe'!

Create an animal menu for all of the animals in a particular habitat. Can you make sure that there are menu items for the Carnivores, the Herbivores, the Insectivores, the Decomposers, the Scavengers, the Piscivores, and the Sanguivores in your chosen habitat?

Predator- Prey Match-Up!

Put the names of Predators and Prey animals on separate index cards. Players have all cards face down. Each player takes turns turning up the cards one at a time. Whoever has the Predator takes both cards and keeps them aside. If neither animal is a Predator the cards stay and players turn over the next card. The pile grows until a Predator pops up! Then all the cards are taken. Winner has the most cards!

Play these games outdoors!

Eating on The Run!

The "deer" are down on all fours. One deer is the "look-out". A "predator" enters the area and the "look-out" holds up a white flag (like a deer tail). When the other deer see the signal they must quickly get up and flee to a safe spot. If the "predator" tags anyone they are out until a new round is started!

Bat and Moth

Kids make a circle with one student (BAT) in the middle. The BAT closes his or her eyes. A few others go into the circle (MOTHS). The BAT says "BAT" and the MOTHS echo back "MOTH". BAT tries to find and touch them by "echolocation"! Change roles during the game.

Margay Mouse

Students form a circle. Two balls-one the Margay (a small hunting cat from S.America) and a Mouse- get passed from student to student, hand to hand, no tossing! The Mouse starts first and the Margay follows, after the Mouse is a few spots down the circle. The balls keep moving but if the Margay touches the Mouse she has successfully caught her prey! For a more challenging game have the students pass the ball behind their backs, under their legs, etc.!

One, Two, Three Food
For Me!

Many Mammals hunt by sight and are sensitive to prey movement. One student is the hunting Mammal and stands ahead of the group. The rest of the group is several yards behind the Mammal.

The Hunting Mammal has his or her back to the group and calls out "ONE, TWO, THREE, FOOD FOR ME!". Upon hearing this, the other Prey animals try to quickly move up to lightly touch the Hunter. (as in Red, Light, Green Light, Stop!) As the Hunter turns the Prey should FREEZE! The Hunter quickly turns and if any Prey animals are still moving they are "Eaten" and leave the game until the game starts again. Anyone who first touches the Hunter's back successfully becomes the new Hunter!

What strategies did the players use to stay alive? What strategies did the Hunter use to successfully catch the Prey? Do animals use the same strategies?

Resources

Books

Burton, John. Mammals of North America. Thunder Bay Press.1995

Julivert, Maria Angels. Bats. Barron's Educational Series, Inc. 1994.

Tulin, Melissa. Aardvark's to Zebras. Citadel Press.1995.

Websites:

ALA's Great Websites for Kids:

Animals

<http://www.ala.org/gwstemplate.cfm?section=greatwebsites&template=/cfapps/gws/displaysection.cfm&sec=1>

Awesome Library – Kids

<http://www.awesomelibrary.org/Classroom/Science/Animals/Animals.html>

Awesome Library – Teachers

<http://www.awesomelibrary.org/Classroom/Science/Animals/Animals.html>

Cincinnati Zoo & Botanical Garden

www.cincinnati-zoo.org