Lesson Plan

Animal Creation	
Time: 45 minutes **Learning area(s)**: Science **Year(s)**: 5	
Learning objectives	• Identify adaptations for a particular environment. • Apply understanding of adaptations to create animal suited to particular environment eg. desert, wetland. • Explain/justify adaptations on created animal.
Curriculum links	ACSSU043 – Living things have structural features and adaptations that help them to survive in their environment (ACARA, 2014).
Prior knowledge	• Understanding of animal features that are adaptations for their environment. • Understanding of particular environments, eg desert, wetland. • Completion of collaborative project on adaptation of animal including behaviours, adaptations and environment.
Resources	• Computer (one each). • Access to program Build-a-Beast (Admeen, 2014).
Introduction 5 minutes	• Group discussion to explain they will be creating a creature suited to either desert or wetland area (student to choose). Ask for examples of what features an animal may have if living in the desert. • Explain which program to access and the requirement to print and annotate with adaptations chosen when complete.
Body of the lesson 30 minutes	• Each student to access computer and the program Build-a-Beast (Admeen, 2014). • Provide time for students to create animal using various body parts and ensure they print their finished animal. • Once printed, each adaptation to be annotated with why it is useful for the environment they have chosen.
Concluding the lesson 10 minutes	Group discussion – ask students to provide feedback on: • how easy it was to select their adaptations; • what adaptations they used and why; • would they make any changes; • whether they enjoyed the lesson; • how could the lesson be better.
Evaluation/Follow up	During lesson, ask individual students what adaptations they are using and why. Question if it is appropriate. Collect created animals and use as assessment tool on application of knowledge and understanding. Record student comments on ease of lesson, what they would do differently and whether they enjoyed it. Reflect on whether students seemed to enjoy the lesson and whether the application of knowledge was well applied.

References

Australian Curriculum, Assessment and Reporting Authority (ACARA) (2014). *Australian Curriculum v6.0 - Science*. Retrieved from http://www.australiancurriculum.edu.au/science/Curriculum/F-10

Admeen, B.V. (2014). *Build-a-Beast* [game]. Retrieved from http://animal.gamesxl.com/build-a-beast.html