



Title: Create-A-Critter

Grade: K-2

Overview: Create a wacky critter with the Create-A-Critter Contraption! Students scroll through different animals to learn about where they live, what sounds they make, what their body covering is, and how they move. Students also get to interchange body parts and body coverings either to make a real animal or one from their imagination.

My Learning Objectives:

Recognize that animals have different types of body coverings

Know facts about animals and their habitats

DISCOVER MODE

1. Click the Critter Poster to advance to the Create-A-Critter Activity from the Main Room.
2. Click the arrow buttons to scroll through the different animals. As you do, the labels identify the animal and the narrator provides a brief description of the animal: what sounds it makes, what its body covering is, how it moves, and where it lives.
3. Click an SFX button to hear different animal sounds.
4. Click the levers repeatedly to change the heads, bodies, and feet to mix and match body parts to create your own funny animals.
5. Click a Coverings button (fur, scales, or feathers) and your cursor changes to a flood fill icon. Click a body part to fill it in with a covering.
6. Click a color, stripes, or spots and your cursor changes to a flood fill icon. Click a body part to fill it in with a color.
7. Click the Eraser button, then click a body part to clear the color or pattern filled.
8. When you are finished creating your animal, click the red button. The label under the animal is blank. Now you can type in a funny name for your animal.
9. Click the character in the picture frame for Question and Answer Mode, or click Sammy to return to the Main Room.

QUESTION AND ANSWER MODE

1. Click the character in the picture frame to enter the Question and Answer Mode. The animals displayed on the Create-A-Critter Contraption are all jumbled. Rhino and Olivia need help building the real animals.

2. Click Rhino and Olivia to hear clues about the animal. The order of the clues will be randomly generated:
 - “This animal makes this sound, Hiss!”
 - “This animal has tough scaly skin.”
 - “This animal lives in a swamp.”
 - “This animal can walk on land or swim in water.”
3. Click the levers to change the animal parts. Click Done when finished.
 - If correct, the animal is identified and it animates. The animal parts shuffle and a new jumbled animal appears.
 - If incorrect, Rhino encourages you to try again. After the second try, he repeats the clues. After the third try and subsequent tries, a correct part appears: head, body, then feet.
4. Click the empty picture frame for Discover Mode, or click Sammy to return to the Main Room.