



Okanogan Nature Camp

#OKNatureCamp

Resources for outdoor learning and exploration

Nature Activities: Week 3, Animals

Animals and Habitats

For this activity, everyone needs a piece of blank paper and drawing and coloring utensils. Each person will design and draw an imaginary animal. Encourage everyone to be as detailed as possible and to label important parts of the animal, if needed. For younger kids, they can describe an animal to another person who draws and labels their animal for them. After ten minutes, have everyone switch papers.

Now, everyone will draw a *habitat*, a place to live, for the imaginary animal. Explain that a healthy habitat has available food, water, and safe shelter for an animal. Similarly to above, encourage everyone to be detailed. Spend ten minutes creating the habitats.

After everyone finishes adding their habitat, present each animal and habitat and allow both the person who drew the animal and the person who drew the habitat to share their work and thoughts. Encourage others to ask questions about the animal and habitat. Model phrases like “I wonder...”, “I notice...”, “It reminds me of...”.



Questions that encourage conversation:

- What did you consider when you were designing and drawing?
- What do you notice about the different animals and habitats?
- Could your animal survive in [other person]’s habitat? Why or why not?
- What would you do next time?

Extension:

Write a list of adjectives that describe your imaginary animals. Then, write a story about the imaginary animal that includes an introduction, a problem, a resolution, and a conclusion. Include as much detail and description as possible, using your adjective list to guide you. For the younger ages, create a story about the imaginary animal together.

Questions? Contact Kim Kogler at kimberly@okanogancd.org

Share your results and post pics of your discoveries to our Facebook page with #OKNatureCamp and teach us all something new! You can tag us by using @Okanogan Conservation District.



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Nature Activities: Week 3, Nature Awareness

Animals, Animals!

A lesson from Joseph Cornell's *Sharing Nature with Children II*

This activity helps people develop a deeper connection with animals. The person leading the activity can either print out pictures of animals or pull up a picture of an animal on their phone for each participant. The animals chosen should be easily identifiable, with well known characteristics and movements. Some possible options include: bear, bat, wolf, gorilla, turtle, owl, mountain lion, frog, or rattlesnake.

Provide each participant with a secret animal identity. Players will take turns acting out their animals' typical behavior, one player at a time. It adds to the fun to designate an area as the "stage" and have each "animal" come forward to perform.

When an "animal" arrives on stage, they will first visualize their animal in their mind, then they will capture the animal's essence in one pose for eight seconds. Next, they will move around like the animal, possibly acting out a scene. Finally, if they wish, they can make the sounds of the animal.



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Let the player finish their "scene" before calling out guesses. You can let the players know that you will wave an arm when it is time to start guessing. If an "animal" is struggling, wave your arm a littler earlier. It is alright to give clues, if the person leading the activity must, but give it plenty of time for the player to act out their "scene" and for the guessers to mull.

More resources:

Cornell, Joseph (1998) *Sharing Nature with Children*. DAWN Publications.

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