

Create an Edible Creature

Estimated Time: 45 minutes

SUMMARY

Animals have a set of characteristics that helps it survive and succeed in an environment, called adaptations. Adaptations can be categorized as body parts, body coverings, and behaviors. In this activity, you will use some of your favorite snacks to create a creature with adaptations that helps it thrive and pass along its genetic code to the next generation in one of the environments described.

WHAT YOU'LL LEARN

- Understand what adaptations are and how they help scientists classify organisms.
- Identify adaptations of animals and categorize them into body parts, body coverings, or behaviors.

Materials Used

- Snack foods – 4 different kinds (suggestions include Goldfish crackers, pretzel sticks, raisins, celery sticks, carrots)
- Plate or napkin

Resources Used:

<http://www.animalplanet.com/wild-animals/animal-adaptations/>

WHAT TO DO

Assemble your snack foods. Review the following environments and pick where you want your creature to live.

- Coral Reef – Animals in coral reefs are generally flat bodied to help them navigate the various small crevices and spaces between coral. Many are spotted or striped to blend in with the plant leaves and branches of coral. An example of a coral reef animal is the moray eel.
- Tree Canopy – Animals that live exclusively in the trees are called arboreal. These creatures navigate the overlapping leaves and branches and are able to move quickly between trees. To move effectively in this habitat, it is helpful for animals to have limbs, tails, and claws. An example of an arboreal animal is the sloth.
- Savannah – Animals that live on the savannah need to survive long periods of time with no rain. Because there is little shelter, these animals need to move quickly and evade predators. Camouflage, the ability of an animal to blend into its surroundings, is also an important adaptation for those that live on the savannah. An example of a savannah dwelling animal is the giraffe.

Once you choose what environment your creature will live in, arrange your snack foods to make the shape or outline of your creature. This does not have to be a real creature – use your imagination!

In the example pictured, there are two arboreal animals – one with long claws to hold onto trees and one with a long tail to help move from branch to branch.



After assembling your animal, think about these questions:
Is your creature an insect, mammal, fish, bird, or reptile?

What is the adaptation you chose to show in your creature?

Does your creature have a name?

How does the adaptation help your creature survive in the habitat you chose?

Are there any creatures that have these characteristics?

Eat your creature creation!

TIPS

For more activities about Animal Adaptations, check out these sites:

<https://www.education.com/science-fair/article/savanna-animal-survivors/>

https://illinois.pbslearningmedia.org/asset/lsp07_int_buildafish/EN/