

My First Day

RIF EXTENSION ACTIVITIES FOR EDUCATORS

STEAM-THEMED: SCIENCE, TECHNOLOGY, ENGINEERING, ART, MATH

SCIENCE, ART BLENDING IN

Materials: paper, markers or crayons

Several animals in this book use *camouflage* to blend in with their habitats. Research to find 3-5 animals that use camouflage. Draw a picture of each animal blending into its surroundings.

Label each picture with the name of the animal and where it lives.



SCIENCE, TECHNOLOGY WHAT A STINKER

Parent bugs protect their babies by giving off a nasty smell to scare away attackers. What other bugs use *chemical defenses*? Research to find 3-5 examples. Share your findings in a PowerPoint. For each bug, give its name, a picture, and a description of how it protects itself from other animals.

TECHNOLOGY CRITTER CAMS

Watch baby animals live! Check out the kitten cam (<http://animal.discovery.com/tv-shows/too-cute/games-more/kitten-cam.htm>) and the puppy cam (www.apl.tv/puppies.htm). How do kittens and puppies spend their first days? Make a chart to compare the two.



ENGINEERING, SCIENCE, TECHNOLOGY, ART OTTER NONSENSE

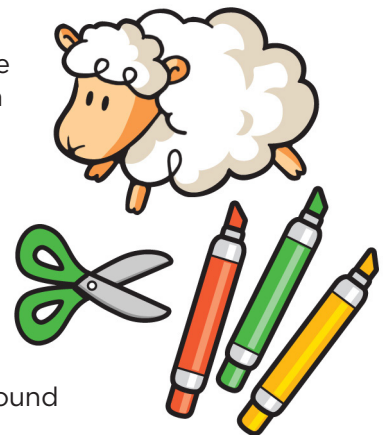
Materials: paper, markers or crayons

Watch this video about an otter mom who finds a creative way to take care of her pup: www.youtube.com/watch?v=o0OyhHeelyo. Baby otters can float but not swim, so their moms have to watch them constantly. Design a play area/water park for baby otters. What *habitat* does an otter need? What kinds of things do otters like to do? What would keep a pup happy and safe while Mom is away? Draw your design and share it with the class.

ART CUT-PAPER CRITTERS

Materials: construction paper, white paper, scissors, glue, crayons or markers

The illustrations in this book are cut-paper. Have students make their own cut-paper pictures. They should cut out pieces of construction paper and glue them onto white paper in the shape of an animal. Let them use more paper to give the animal a face, then color in the background with crayons or markers.



MATH FIRST DAY MATH

There are 24 hours in a day. Pick one of the animals in the book and make a timeline of its first day, hour by hour. What does the animal do? Sleep? Eat? Play? After you've drawn your timeline, make a pie graph to show how many hours your animal spends doing each activity.

