



Grade 4 Teacher Resource- Beringian Animal Guessing Games

Curricular Outcome: Science 4 “All living things sense and respond to their environment.”

Core Concepts:

Animals have unique characteristics that help them survive in their habitats.

Different animals thrive in different habitats based on needs.

Animals use their senses and adaptations to meet their needs.

Learning Goals:

Students will:

Identify animals that lived in Beringia.

Describe characteristics of Ice Age animals.

Explain how adaptations help animals survive.

Use questioning and observation to gather information.

Big Questions:

What makes Beringian animals unique?

How can we identify animals by their characteristics?

How do an animal’s habitat and adaptations help it survive?

How do scientists use observations to learn about living things?

Introduction:

Show pictures of Beringian animals. We recommend the woolly mammoth, steppe bison, caribou, fox, scimitar cat, short-faced bear, and others (please check our website if you need some more). Discuss with students where the animals live, what they eat, and what traits help it survive – this doesn’t need to be overly elaborate, but enough for the students to gain insight into the animals’ lives. For the next activity, it is important that students have solid foundational understandings of the unique traits of these animals.

Activity One- Who Am I?

Each student will have an animal card taped to their back which will include a picture of the animal and its name. You can find some pictures on the last pages of this document to get you started (**remember to print two copies and cut them out before class**), but if class size is larger than the pictures provide for (22 students), check our website for more (or simply use animal name cards for the others). There will be two of each animal around the room, assigned to two students. Students will walk around the room asking each other yes-or-no questions. In the end, the goal is for students to find their partner with the same animal on their back. Ideally, the questions asked would be related to the various characteristics and lifestyle of each respective animal.

Activity Two- 20 Questions

One student or the teacher chooses a Beringian animal. The class asks yes-or-no questions to determine the mystery animal. Encourage questions about habitat, diet, size, behaviour, and predator/prey relations.

GAME CARDS:

-More on the following pages-



Woolly Mammoth



Jefferson's Ground Sloth



American Mastodon



Steppe Bison



Saiga Antelope



Arctic Ground Squirrel



Raven



Wolf



Beringian Lion



Beringian Horse



Caribou