

# Feeding Charades

## Game of Animal Charades

### KNOWLEDGE

- Understand how different animals eat
- Classify organisms based on how and what they eat
- Understand why animals have different feeding strategies

### ACTIVE

- Game of Charades

TIME	GROUP SIZE	LOCATION	GRADE LEVEL	EQUIPMENT
As long or short as you'd like.	Entire Class	Classroom	K-2	Enough space to play a game of charades List of animals and how/what they eat
DEBRIEF/REFLECTIVE COMPONENT			HELPFUL TIPS	
<ul style="list-style-type: none"> <li>• Why do some animals have different feeding habits?</li> <li>• What can you tell about an animal based on what and how it eats?</li> <li>• What are the basic needs of these animals?</li> </ul>			<ul style="list-style-type: none"> <li>• You can suggest some animals that the children can pick from (or assign each child an animal and feeding behaviour)</li> <li>• The selected animals should have different behaviours (herbivore, omnivore, carnivore etc.)</li> </ul>	

## OCEAN LITERACY PRINCIPLES

1 – The Earth has one big ocean with many features.

- a. The ocean is the defining physical feature on our planet Earth – covering approximately 70% of the planet's surface. There is one ocean with many ocean basins, such as the North Pacific, South Pacific, North Atlantic, South Atlantic, Indian, Southern, and Arctic.

5 – The ocean supports a great diversity of life and ecosystems.

- a. Ocean life ranges in size from the smallest living things, microbes, to the largest animal on Earth, blue whales.
- d. Ocean biology provides many unique examples of life cycles, adaptations, and important relationships among organisms (symbiosis, predator – prey dynamics, and energy transfer) that do not occur on land.

### **Setup**

1. Have students choose an animal from the presentation or a previous classroom lesson (or assign each child and animal)
2. One at a time have the students act out an animal and how it eats while the rest of the class tries to guess the animal
3. When one kid guesses right, have them act out the next animal (different from the one before)
4. The game can end whenever every kid has had a chance to act out an animal