

TECH TRUNKS

ANIMAL SCIENCE

Activity 1: So You Think You're Hot? - Grades 3-6

Explore the differences in human and animal body temperatures, what temperature is considered "normal" for humans and animals, and what is needed to maintain a "normal" temperature for humans and animals. Learn what is necessary to care for different animals in extreme temperatures and how animals respond to changes in their environment.

Activity 2: Got Immunity? - Grades 3-6

Discover how to control the spread of disease by understanding how diseases are transmitted. Participate in role play activity between animals and diseases to demonstrate preventive measures against diseases. Learn the vocabulary definitions of immune, antibody, vaccine, etc. to evaluate the importance of preventive measures for humans and animals.

Activity 3: Basic Behavior Instincts - Grades 3-6

Explore basic body language of animals and how to read or anticipate different animal behaviors through role playing as predators and prey. Youth have fun developing and acting out behavior actions for survival.

Activity 4: Pasture Game - Grades 3-5

Youth simulate decisions farmers and ranchers make about the number of animals in their pastures. A fun interactive game puts participants in the role as cattle striving to meet their food requirements filling their stomachs (baggies) with plenty of food (candy pieces) to remain healthy and well-cared for animals under various "pasture conditions".

Activity 5: What Genes Do - Grades 1-7

This activity provides youth with knowledge about genetics, dominant traits, and recessive traits by building an individual using different colored pipe cleaners that represent various dominant and recessive traits. Youth will better understand why offspring share some traits with their parents and not others.

Descriptions provided by Amy Sollock, Edwards County Extension and Patsy Maddy, Twin Creeks District. 2013