

“In the Wild”

Module 3, Adventure 1

The logo for "EXPLORE IT" is enclosed in a black rectangular border. The word "EXPLORE" is in a bold, sans-serif font, with the letter "O" colored green and the letter "R" colored purple. The word "IT" is in a smaller, lowercase, sans-serif font.

Prompt:

Use recycled items and your imagination to create your own creature! You can make your favorite animal, an animal you find interesting, or think of your very own animal.

If you are making your own creature, you might want to think about:

- How big or small is your animal?
- What does it look like?
- What is it called?
- What does it eat?
- Where does it live?
- How does it move around?
- How does it protect itself?

Materials:

- Recycled items, such as egg cartons, yogurt containers, cardboard boxes, etc.
- Markers, crayons, or colored pencils
- Scissors
- Tape, glue, or string
- *Optional: Items from nature, paper, pipe cleaners, craft sticks, and other craft supplies*
- *Optional: Explorer Notebook*

Instructions:

1. Think about the animal you want to create. Look at the materials you have to work with. Plan out what your creature will look like in your Explorer Notebook.
 - a. Look below for a notebook design idea. You can use this or set up your page however you want!
2. Use the materials to create your creature.

3. Share your creature! Show it off and talk about it, explaining some fun facts about it.

Resources:

1. This video from Boston Children's Museum's YouTube page gives a great explanation, for parents and kids, of how to create something new from recycled materials: [Arts and Crafts: Silly Sculptures](#).

Extensions:

The following are optional steps you can take if you want to extend this adventure:

1. Think about where your creature lives. Draw or make a habitat for it!
2. Find some things in nature (check with your grown up before going outside) and use those things in your creature or its habitat.
3. Go to the "In the Wild" topic on Flipgrid and share your creation.

Explorer Notebook

You can use this to help you set up your Explorer Notebook!

Create a Creature Module 3, Adventure 1

Planning:

My creature is a _____.

It lives in _____.

Fun fact about my creature:	Fun fact about my creature:
Fun fact about my creature:	Fun fact about my creature: