

Making Animals

Resource 1

Choose from the list of animal characteristics below to design an animal adapted to the natural environment that you have been given. You will be told about one or more important characteristics which the animal *must* have. Consult your teacher if you think your animal should have additional characteristics that are not listed. They must be characteristics that could occur in the natural world.

fast runner	can get fat	powerful digging claws
migratory	thick skin	spotted fur
can stand on 2 legs	large ears	long neck
striped fur	sharp claws	grinding teeth
sharp incisor teeth	swims	thick fur
climbs trees	thick pads on paws	nocturnal
good eyesight	webbed feet	can hibernate
can close nostrils	agile	slippery skinned
good sense of smell	gives off bad smell	stores water in body
strong skeleton	loud voice	gregarious (lives in groups)
stamina	brown fur	prehensile (gripping) tail
large body	very thin body	whiskers
can hold breath for ½ hour	sociable	fierce growl

Resource 2

Making Plants

Choose from the list of plant characteristics below to design a plant adapted to the natural environment that you have been given. You will be told about one or more important characteristics which the plant *must* have. Consult your teacher if you think your plant should have additional characteristics that are not listed. They must be characteristics that could occur in the natural world.

drought resistant	loves water	stores water
wide root system	deep root system	lives on other plants
floats	survives under water	dies back seasonally
waxy, pointed leaves	deciduous	evergreen
broadleaves	needle leaves	stunted (close to ground)
thick bark	rough bark	wind-blown seeds
heavy-weight seeds	fragments take root	seeds with velcro-like hooks
runners put down roots	climber	likes strong sun
likes shade	tall	salt tolerant
bears fruit (nuts & berries)	flowering	pollinating
eats insects	branching	sticks to rocks
lifecycle within days	colourful	drab
pleasant smell	awful smell	changes colour
buttress roots	flexible branches	sticky surfaces