## **Animal Adaptations Auction**

LOCATION:Depending on what village you’re in and what areas are available, this can be done in any area that can hold the whole group. There is a PowerPoint for this activity, so if possible, find a place with a projector and screen.

MATERIALS:All materials should be in the EJ Rainy Day bin in the cabinet room (except USB): USB drive w/ PowerPoint, Animal Adaptation worksheets for each team, blank paper and markers/crayons for each team

SET UP:Gather students in front so that they can see the screen. Go through the slides, following the directions below for each of them.

Introduction:

* Title Slide
  + Tell the students that they will be working in teams to create an imaginary animal, one that has never before existed.
  + Split the students into groups of 4-5 each. Parents and teachers can help with this process. If there are enough, they can join a group of students (but only to observe). If there aren’t enough, chaperones can wander around and visit with different groups.
* Blob of Goo Slide
  + Once students have split into groups, tell them that currently their animal is just a blob of goo with no attributes whatsoever. Their job will be to buy adaptations for their animal to help it survive.
* Definition Slide
  + Review the definition of an adaptation: an adaptation is anything a plant or animal does (ability) or has (trait) that helps it to survive.
  + Give some examples or ask students if they can think of any adaptations that animals have
* Team Roles Slide
  + Inform the students that they have to work together as a team to buy adaptations for their animal. Explain each of the roles:
    - Bidder (1 student): the only student allowed to raise their hand and make a bid for their team
    - Accountant (1 student): the student who keeps track of how much money the team has spent and how much they have left
    - Advisors (2-3 students): they inform the bidder which adaptations are most important for their animal to have
* Worksheet Slides
  + Go through each example slide to show the students how to fill it out
  + Each money box alternates between the team’s current total and the amount that they spent on their adaptation
  + Tell the teams that they each start with $300 and can increase bids by $5
* Brainstorm Slide
  + Instruct students to take some time and talk about what kind of animal they might want to be
  + This can include habitat, special skills, predator or prey, etc.
  + Remind them that they don’t *have* to stick perfectly to this plan, but it can be good to know ahead of time what they want to spend their money on and what they don’t
  + Give them a few minutes to talk through their ideas
* Prepare for Bidding Slide
  + Give students a final warning before moving on to the adaptation slides
  + If necessary, explain the process of bidding
    - Starting bid, $5 increments
    - “Going once, going twice, sold”

The Auction

* Adaptation Slides
  + Go through each adaptation, starting with an arbitrary starting bid (anywhere from $5 to $20)
  + There are small descriptions on some of the slides, but make sure all students understand what the adaptation would do for their animal
  + Try to get through all 37 adaptations
  + When there are only 30 minutes left, or when you have sold all the adaptations, the auction is over (you may have to skip through several adaptation slides to get to the final questions slide)

Post-Auction

* Final Questions Slide
  + Make sure each group has some markers/crayons and a blank piece of paper
  + Instruct the students to talk amongst themselves and answer the three questions on the screen
  + Allow them to discuss this for about 5 minutes
* Question Mark Slide
  + Instruct students to draw a picture of their creature, using all of the adaptations that they bought. Make sure they know to draw the creature in its habitat.
  + Allow them about 15 minutes to do this.
  + After the time has passed, spend the rest of the time allowing each group to present their creature to the rest of the group (briefly)