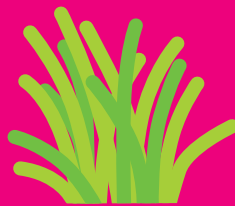




Summer Adventure!



Wild Kratts Animals and their Habitats

Powered by a Ready To Learn Grant



This out-of-school resource was developed by Maryland Public Television.

The contents of this activity were developed under a grant from the Department of Education. However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government. [PR/Award No. U295A100025, CFDA No. 84.295A]. • © 2014 Public Broadcasting Service. • Wild Kratts™ © 2014 Kratt Brothers Company Ltd./9 Story Entertainment. All Rights Reserved.



Summer Adventure!

Powered by a Ready To Learn Grant

Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Introduction

Oh no! The evil inventor Zach Varmitech has captured five baby animals and hidden them away in the forest! During this adventure, children will help find the animals, and use their math skills (addition, subtraction, measurement, fractions, mapping, and sorting) to set them free. Children will also learn about habitats and apply their knowledge to create a habitat for one of the rescued animals. Each section of the **Creature Roundup adventure** is introduced by a video clip or online game that encourages children to explore math concepts and skills related to **numbers and operations, spatial sense, and measurement** and data.



Math Overview

In this unit, children will explore activities that practice several math skills such as **addition, subtraction, fractions, measurement, and sorting**. Refer to **More About Math** to learn additional information about these math topics as they relate to the **Creature Roundup** learning activities.

Before You Begin

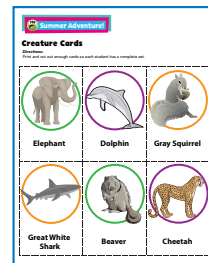
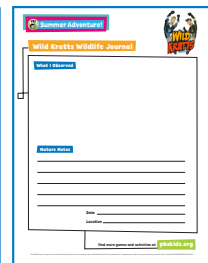
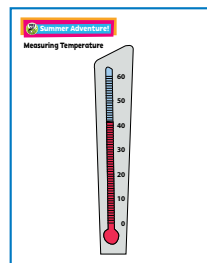
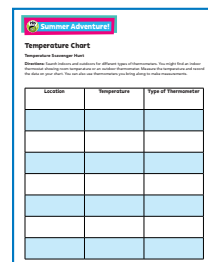
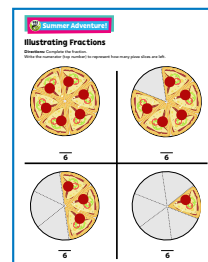
Create a free account on **PBS Learning Media** to access some of the videos for this learning adventure.

<http://www.pbslearningmedia.org>

Print the following handouts for easy access during the activities:

- **Illustrating Fractions**
- **Temperature Chart**
- **Thermometer printout**
- **Wildlife Journals**
- **Creature Cards**

Print enough so every pair of students has a set.





Summer Adventure!

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Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
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Handy Resource Guide

Get Ready! Your learning adventure includes videos, online games and mobile apps, hands-on activities and books. Use this resource chart to plan ahead.

WATCH

PBS KIDS Videos



[Part 2: What Do Animals Eat? \(1:10\)](#)

[Part 2: Wild Kratts: Flower Flier \(2:21\)](#)

[Part 3: Cyberchase: Reading a Thermometer \(3:50\)](#)

[Part 3: Wild Kratts: Croc Hatch \(0:35\)](#)

[Part 4: Video: Wild Kratts: Frogfish Feast \(1:34\)](#)

[Part 4: Wild Kratts: Animals on Land and in the Water \(2:10\)](#)

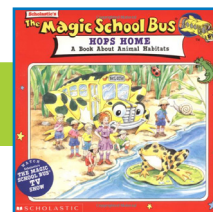
[Part 4: PLUM LANDING: Earth to Blorb: Water! \(2:48\)](#)

[Part 5: Wild Kratts: Aardvark Town \(1:46\)](#)

[Part 6: Wild Kratts: Web-Tastic! \(1:20\)](#)

READ

Related Books



Part 1: The Magic School Bus Hops Home: A Book about Animal Habitats by Pat Relf

Part 1: I See a Kookaburra!: Discovering Animal Habitats around the World by Steve Jenkins and Robin Page

Part 2: PIECE = PART = PORTION by Scott Gifford

Part 3: All about Temperature by Alison Auch

Part 3: Animals at Home by David Lock

Part 4: The Water Hole by Graeme Base

Part 5: Follow That Map! by Scot Ritchie

PLAY

Online Games & Mobile Downloads



[Part 1: Wild Kratts: Creature Roundup](#)

[Part 2: Wild Kratts: Flower Flier](#)

[Part 3: Wild Kratts: Croc Hatch](#)

[Part 4: Wild Kratts: Frogfish Feast](#)

[Part 5: Wild Kratts: Aardvark Town](#)

[Part 6: Wild Kratts: Web-Tastic!](#)

[Part 6: Wild Kratts: Creaturepedia](#)





Summer Adventure!

Powered by a Ready To Learn Grant

Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Handy Resource Guide (continued)

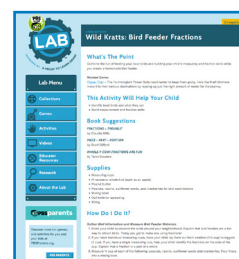


EXPLORE

Hands-on Activities

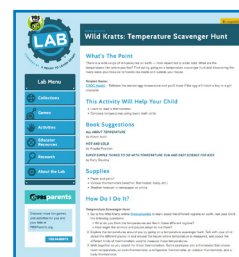
Part 2: Hummingbird Rescue!

- [Illustrating Fractions printout](#)
- [Wild Kratts: Bird Feeder Fractions](#)
 - Pinecones or pieces of whole fruit (such as an apple)
 - Measuring cups
 - Peanut butter
 - Peanuts, raisins, sunflower seeds, and cranberries for bird seed mixture
 - Mixing bowl
 - Plastic knives
 - String



Part 3: Croc Rescue!

- [Wild Kratts: Temperature Scavenger Hunt](#)
 - [Temperature Chart printout](#)
 - [Thermometer printout](#)
 - Pencils
 - Various non-digital thermometers (weather, thermostat, body, etc.)

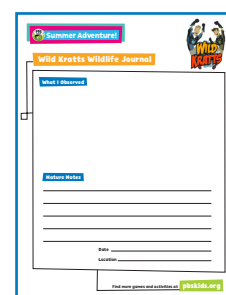


Part 4: Frogfish Rescue!

- [Creature Cards](#) Print enough so every pair of students has a set.

Part 5: Aardvark Rescue!

- [Wild Kratts Wildlife Journals](#)
 - Pencils



Part 6: Spider Rescue!

- Paper
- Crayons, markers and/or colored pencils
- Optional: an assortment of recycled materials (cardboard tubes, string, ribbon, packing peanuts, containers, etc.)
- [Neighborhood Geoboard](#) Set up a simple geoboard by pressing push pins into a bulletin board in a grid pattern. Give the students some rubber bands and challenge them to create triangles, squares, rectangles, trapezoids, and other common shapes. Ask children to count up the sides and vertices of each shape, and make a chart to keep track of the information.
- [PLUM LANDING: Habitat Sweet Habitat](#) Make up your own fanciful creatures – and then head outside to find the perfect habitats for them to live in.



Summer Adventure!

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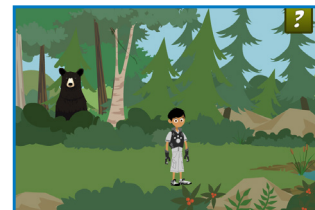
Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 1: Introduction (15 minutes)

PLAY

Wild Kratts: Creature Roundup

The evil inventor Zach Varmitech has captured five baby animals. Children must find them, and play five math games to set them free.



Gather children at your computer or interactive whiteboard so everyone can see.

Leader: Welcome to the PBS KIDS Summer Adventure - Creature Roundup! This week, we have some important work to do. Do you know the Kratt brothers, Chris and Martin?

Pause to allow children to answer.

Leader: Chris and Martin travel all over the world to learn about different animals. And this week, they need our help! That's because the evil inventor Zach Varmitech has captured five baby animals and hidden them away in the forest! It's up to us to find the animals, use our math skills to set them free, and then make sure the animals are safely back in their habitat.

Does anyone know what a habitat is?

Pause to allow children to answer.

Leader: A habitat is the natural place where an animal lives. It has to provide everything an animal needs to survive. Can you think of what an animal might need to stay alive?

Pause to allow children to answer. They will most likely have lots of ideas. For this unit, habitat will be described in terms of food, water, shelter, and space.

Leader: That's right! Animals need lots of things to survive in their habitats. Some of the most important are food, water, shelter, and space! We'll learn more about how animals use these things in their habitats over the coming week. In fact, after we save the baby animals, we'll figure out how to get them back to the habitats that have the right kind of food, water, shelter and space for them. But right now, let's get started rescuing those baby animals!

Access the game and have the class listen to Martin's introduction. Then move on to Part 2: Hummingbird Rescue!

Keep Going! If you have more time, explore the following resources on the next page.

Hints and Tips for Leaders

Wild Kratts: Creature Roundup

Create an account and track your group's progress as they free the baby animals. Use one login for the entire group, or have children use their own usernames and passwords.

Click the "?" in the top right corner for "Help" and to find the points needed to complete each level.



Summer Adventure!

Powered by a Ready To Learn Grant

Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 1: (continued)

READ

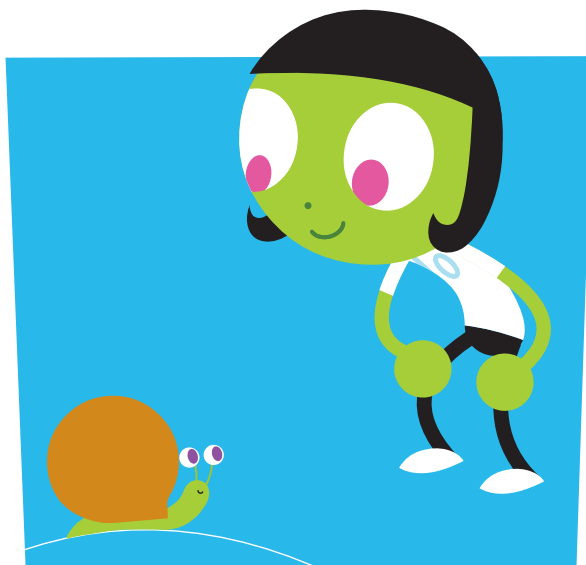
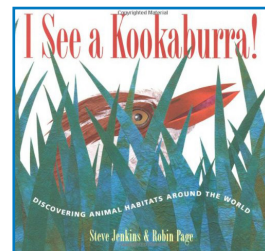
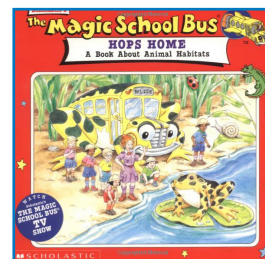
The Magic School Bus Hops Home: A Book about Animal Habitats by Pat Relf

In this book, Ms. Frizzle and her class take a ride on the Magic School Bus, shrinking down to the size of a frog to learn all about animal habitats.

READ

I See a Kookaburra!: Discovering Animal Habitats around the World by Steve Jenkins and Robin Page

Read this book aloud and help children search for animals living in different habitats.





Summer Adventure!

Powered by a Ready To Learn Grant

Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 2: Hummingbird Rescue! (60 minutes)

PLAY

Wild Kratts: Flower Flier

The Hummingbird Power Suits need nectar to keep them going. Help the Kratt Brothers make it to their various destinations by lapping up just the right amount of nectar for the journey.

Gather children at your computer or interactive whiteboard so everyone can see.

Leader: The first animal we're going to rescue from the evil Zach Varmitech is the baby hummingbird! Let's explore Creature Roundup together and find it!

Access **Wild Kratts: Creature Roundup** and click "Start" to listen to the directions and complete the flower pattern activity.

Call a volunteer to navigate to the first clue (a hummingbird sign) and explore the path.

Call on a new volunteer to complete the flower patterns activity by dragging the flowers to the correct rows.

Leader: Well done, children! We completed the flower patterns to find the baby hummingbird! Now let's help the Kratt Brothers find nectar to charge their Hummingbird Power Suits. Nectar is a sweet liquid found in flowers.

Click "Go" to access the **Wild Kratts: Flower Flier** game. Click "Learn to Play" to hear Chris and Martin explain the rules of the game (including an overview of fractions.)

Give children an opportunity to practice their understanding of fractions before you start the game.

Leader: Chris just explained what a fraction is. Does anyone remember what a fraction is?

Pause to allow children to answer.

Leader: A fraction represents something that is divided into parts. The numerator is the top number and shows how many parts we have. The denominator is the bottom number of the fraction and shows how many parts make up the whole. Here's an example using pizza!

Give each child the **Illustrating Fractions** printout. As a group, count the number of slices in one, whole pizza. Explain that 6 is the numerator and denominator in the first example since there are six slices in the whole pizza. Demonstrate how to write the fraction.

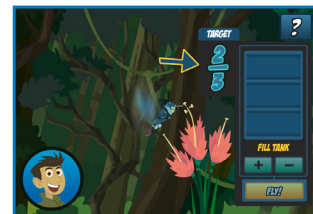
Count the pizza slices in each example to find the numerator. Remind children the number at the top of the fraction represents how many pizza slices are left. Ask a volunteer to name the denominator which represents how many slices made a whole pizza (6). Demonstrate how to write the fraction each time.

Hints and Tips for Leaders

Wild Kratts: Creature Roundup

Use the arrow keys to move back and forth along the path, and the space bar to jump.

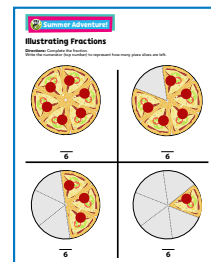
Press the "up" arrow to explore a path when children find a clue about a missing animal.



Vocabulary Tips for Leaders

Numerator— the top number in a fraction

Denominator— the bottom number in a fraction





Summer Adventure!

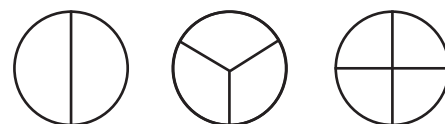
Powered by a Ready To Learn Grant

Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 2: (continued)

Now challenge children to draw their own representation of fractions on the board or a piece of paper. Demonstrate how to divide rectangles and circles into:

- two equal parts (halves)
- three equal parts (thirds)
- four equal parts (fourths)



Use math vocabulary to help children understand fraction representations, such as:

- “One of the two equal pieces is one half.”
- “Three of the four equal pieces is three fourths.”
- “Two of the three equal pieces is two thirds.”

Play the **Wild Kratts: Flower Flier** game as a whole class or in small groups when children are comfortable with the concept of fractions.

As they play, ask the children:

- **How many parts make up the whole tank?** (Students should answer with the denominator.)
- **How many parts do you need to fill with nectar?** (Students should answer with the numerator.)

Once children pass level three, click ‘Back to Roundup’ and return to **Wild Kratts: Creature Roundup** to see their hummingbird released.

Leader: You have just rescued your first baby animal! Congratulations on a job well done!



EXPLORE

Wild Kratts: Bird Feeder Fractions

Have fun feeding your neighborhood birds while boosting children’s measurement skills and practicing fractions.

Gather your children around a worktable and continue the discussion about habitats.



Leader: Let’s review what we know about habitats. Remember, a habitat is a place where an animal—like a hummingbird—lives. All animals need to live in natural habitats where they can find the food, water, shelter, and space that is right for them. What food did we just help the hummingbird find?

Pause and allow students to answer.

Leader: That’s right—nectar! Hummingbirds eat nectar, a sweet liquid found in flowers. They also eat bugs. So they need to live in habitats where they can find flowers and insects.

But not every animal eats the same thing. Even different birds eat different things. Some birds eat fruit, nuts, and seeds. Let’s make a bird feeder for those kinds of birds. We can learn a little bit more about fractions as we’re doing it!



Summer Adventure!

Powered by a Ready To Learn Grant

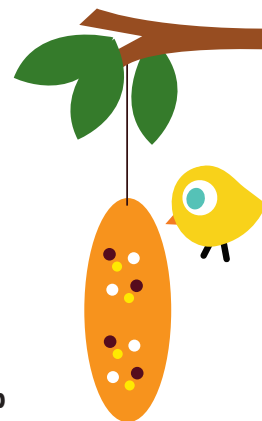
Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 2: (continued)

EXPLORE

Mix the Bird Food

1. Ask a volunteer to lay the measuring cups from smallest ($\frac{1}{4}$ cup) to biggest (1 cup). If you have a single measuring cup, help the children identify the fractions on the side of the cup. Remind children that a fraction is a part of a whole. If you divide a whole cup into four parts, and fill one part, you'll have $\frac{1}{4}$ cup.
2. Measure 1 cup of each of the following items: peanuts, raisins, sunflower seeds, and cranberries. Pour each cup into a mixing bowl.
3. Explain to the children that the four parts of the birdseed mixture equal one whole batch of birdseed. Remind them that they just put four measuring cups of bird food into the bowl. Now ask:
 - Seeds make up what fraction of the mixture? ($\frac{1}{4}$, or one cup out of four cups total)
 - Nuts make up what fraction of the mixture? ($\frac{1}{4}$, or one cup out of four cups total)
 - Fruits make up what fraction of the mixture? ($\frac{2}{4}$, or two cups out of four cups total)
4. Now measure 1 and $\frac{1}{3}$ cups of peanut butter. Ask, **How many $\frac{1}{3}$ cups of peanut butter would it take to get one cup?** (It takes 3 of the $\frac{1}{3}$ measuring cups to make 1 cup of peanut butter.)



Build the Bird Feeders

1. Divide children into four groups. Give each group a spoon or dull knife to spread peanut butter over the pinecones or whole fruit.
2. Roll the pinecones or fruit in the bird food mixture.
3. Tie a string to the tops of your bird feeders and hang them from a tree branch.
4. Take some time to observe the birds that come to your feeders!

Keep Going! If you have more time, explore the following resources:

WATCH

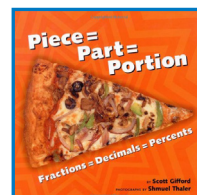
What Do Animals Eat? (1:10) This video shows what different animals eat in their habitats. Watch with your children, then discuss the different kinds of animals that live nearby, and what they might eat in their habitats.



READ

PIECE = PART = PORTION by Scott Gifford

This book shows clear visual representations of a range of fractions. Read aloud, and have children write down the fraction represented on each page.





Summer Adventure!

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Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 2: (continued)

EXPLORE

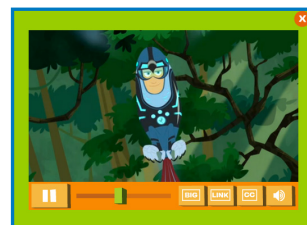
Bird Tally

Hang the bird feeders and observe them daily. Use tally marks to keep track of the different kinds of birds that eat from the bird feeder. Add up the tally marks for each kind of bird and then use fractions to compare your findings. (For example: Eight birds ate at the feeder. Two of them were cardinals, so $\frac{2}{8}$ of the birds eating at the feeder were cardinals).

WATCH

Wild Kratts: Flower Flier (2:21)

Click "Watch Video" button in top right corner to learn about hummingbirds and see Martin and Chris try out their creature powers.





Summer Adventure!

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Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 3: Croc Rescue! (1 hour, 15 minutes)

PLAY

Wild Kratts: Croc Hatch

Crocodile eggs hatch as boy crocodiles or girl crocodiles based on the temperature of the eggs in the nest. In this game, children will scare off predators and keep nests the right temperature so the eggs will hatch as girls or as boys.



Gather children at your computer or interactive whiteboard so everyone can see.

Leader: So far, you've rescued one of the five baby animals that Zach has stolen. Today, we're going to rescue animal number two—the baby croc!

Access **Wild Kratts: Creature Roundup** and call a volunteer to navigate to the second clue (a crocodile sign). Prompt the child to explore the path using the UP arrow key.

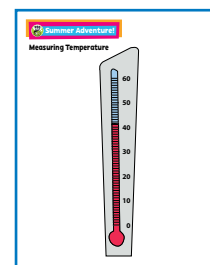


Call on a new volunteer to count the flowers in the pond and click on the pond with the most flowers.

Click “Go” to access the **Wild Kratts: Croc Hatch** game.

Click “Learn to Play” to hear Chris and Martin explain the rules of the game (including how to change the temperature of a crocodile's nest.)

Give children an opportunity to practice their understanding of measuring temperature before you start the game. If possible, use a real thermometer (that's not digital)—or use the **Thermometer printout**.



Leader: Let's think about what Chris and Martin just said. Does anyone know what a thermometer is?

Pause for students to answer and confirm or correct their responses.

Leader: A thermometer is a tool for measuring temperature. The higher the colored bar rises, the warmer something is. You can tell how warm it is by looking at the numbers on the side of the thermometer. They are often labeled every ten degrees. Let's count by 10s on this thermometer.

With students, count by tens from the lowest number on the thermometer to the highest number. Then challenge students to find some temperatures on the thermometer.

Ask questions like:

- Can anyone find where 50 degrees on this thermometer?
- How about 80 degrees?
- How high would the bar rise if it were 87 degrees?

Once you are satisfied that the students understand how to read the thermometer, let them play the game, either as a whole group, or in pairs.

Hints and Tips for Leaders

Here are a few reminders to help students as they play the game.

- Use the arrow keys to move right/left to find a crocodile nest.
- Press the “down” arrow to add dirt and make the nest cooler.
- Press the “up” arrow to remove dirt and make the nest warmer.
- The picture under the thermometer turns pink or blue and matches the target when the temperature is correct.
- Use the space bar to scare away predators!



Summer Adventure!

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Topic: Numbers & Operations
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Part 3: (continued)

As students play the game, engage them in conversation. Ask them:

- The temperature must fall between what two numbers for this nest to reach its target?
- Does the temperature go up or down when you add dirt to the nest?
- Do girl crocodiles need higher or lower temperatures than boy crocodiles?

Once children pass level three, click 'Go Back' and return to [Wild Kratts: Creature Roundup](#) to see the baby crocodile released.

Leader: You have just rescued your second baby animal! Congratulations on a job well done!



EXPLORE

Wild Kratts: Temperature Scavenger Hunt

What are temperatures like where you live? In this activity, children will discover the many ways to measure temperature in their environments.

Gather the children together to continue the discussion about habitats.

Leader: Let's talk about habitats. Remember, after you rescue all the baby animals, you will have to find a habitat for one of the animals. So we need to make sure we really understand what a habitat is. Can anyone tell the group what they remember about habitats?

Pause to allow children to answer, and correct or confirm their understanding.

Leader: A habitat is a place where an animal—like a crocodile—lives. All animals need to live in habitats where they can find the food, water, shelter, and space that is right for them.

Why do animals need shelter?

Pause and allow students to answer.

Leader: Animals need shelter to protect themselves from bad weather and animals that might want to eat them. Shelter can also keep animals at the right temperature. In the crocodile game you just played, the mud was the shelter. It acted like a blanket to keep the eggs the right temperature so that boys or girls hatched out of the eggs. Today, we're going on a temperature scavenger hunt to learn more.

Show the children a map of the world. Discuss the wide range of temperatures on Earth—from desert hot to arctic cold. Ask:

- What do you think the temperatures are like in these different regions?
- How might animals and people use shelter to help them live there?





Summer Adventure!

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Topic: Numbers & Operations
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Part 3: (continued)

Collect Temperatures

Give each child a [Temperature Chart](#), pencils, and thermometers to start the hunt. Walk together using the thermometers to measure temperature indoors. Try to find a thermostat that shows room temperature or a refrigerator thermometer.

As you find temperature readings, have children record the data on their [Temperature Chart](#).

Go outdoors and measure the temperature in the shade and compare it to the temperature in the sun. Measure the temperature of the air, of the soil, and any body of water you see.

Location	Temperature	Type of Thermometer

Analyze Temperatures

After the group has recorded multiple temperature readings, move inside and compare the data. Use comparative vocabulary such as hot, warm, cool, and cold. Ask questions such as:

- Which temperature is the hottest?
- Which temperature is the coldest?
- What is the difference between these two temperatures?
- How do people adjust to different temperatures in our area?
- How might animals adjust to different temperatures in our area?

Keep Going! If you have more time, explore the following resources:

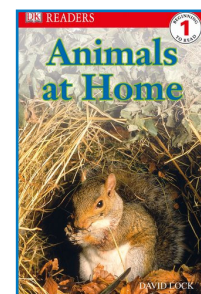
READ

All About Temperature by Alison Auch

What is temperature? How do you read a thermometer? Find the answers in this book.

Animals at Home by David Lock

This book shows animal shelters of all kind, including those that help keep animals cool or warm.



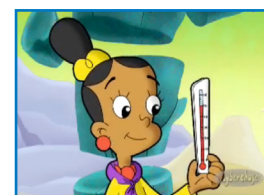
WATCH

Cyberchase: Reading a Thermometer (3:50)

In this video, the Cyberchase team demonstrates how to read a thermometer, even when the temperature doesn't reach one of the labeled marks.

Wild Kratts: Croc Hatch (:35)

Click the "Watch Video" button in top right corner to learn more about baby crocs.





Summer Adventure!

Powered by a Ready To Learn Grant

Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 4: Frogfish Rescue! (1 hour, 15 minutes)

PLAY

Wild Kratts: Frogfish Feast

In this game, children will help the Kratt brothers use their frogfish powers to remove evil robotfish from the coral reef. But watch out for the deadly pufferfish! Just touching one will cause it to blow up into a balloon and block your view!



Gather children at your computer or interactive whiteboard so everyone can see.

Leader: So far, you've rescued two of the five baby animals that Zach has stolen. Today, we're going to rescue our third animal—a baby frogfish!

Access the [Wild Kratts: Creature Roundup](#) game and call a volunteer to navigate to the third clue (a frogfish sign). Prompt the child to explore the path using the UP arrow key.

Call a new volunteer to spin the combination lock until it matches the number provided by Martin and Chris.

Click “Go” to play [Wild Kratts: Frogfish Feast](#). Click “Learn to Play” to hear Chris and Martin explain the rules of the game. In this game, children need to sort fish by size into the correct tank. You may choose to play as a whole group or in small groups.



Prompt children to pause the game after they sort the fish and check their understanding. (This is best done if children pause before they click the “Check Tanks” button.) Ask questions like:

- How many more green fish do you have than yellow fish?
- Why did you choose to put the yellow fish into the smallest tank?
- Why did you put the green fish in the medium tank?
- Can you write a number sentence showing what happens when you add the green fish and yellow fish? (i.e., $4 + 3 = 7$)

Once children pass level three, click ‘Go Back’ and return to [Wild Kratts: Creature Roundup](#) to see the baby frogfish released.

Leader: You have just rescued your third baby animal! Congratulations on a job well done!



EXPLORE

Animals on Land and in Water

In this activity, students will sort animals based on the animal's use of water. Gather the children together to continue the discussion about habitats.

Leader: Let's talk some more about habitats. A habitat is a place where an animal lives. So far, we've talked about how animals need food and shelter in their habitats. Can anyone remember what else an animal needs in its habitat?

Pause to allow children to answer, and correct or confirm their understanding.



Summer Adventure!

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Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 4: (continued)

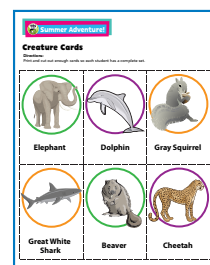
Leader: One of the most important things an animal needs in its habitat is water. In fact, all animals need water—they can drink it, bathe in it, and some actually live in it!

Today, we're going to do a sorting activity to help us learn more about the ways animals use water.

Group the students in pairs and give each pair a set of **Creature Cards**.

Ask them to sort the animals into three groups:

1. Animals that live on land.
2. Animals that live in water.
3. Animals that live both on land and in the water.



During the activity, ask children questions to prompt their thinking.

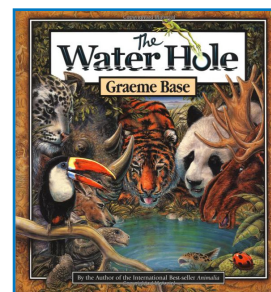
- Which group has the most animals? Which has the least?
- What number sentence can you write to show what happens when you add the groups?
- What is another way you might group these animals?

Keep Going! If you have more time, explore the following resources:

READ

The Water Hole by Graeme Base

As you read this book aloud, children will see how animals around the world depend on water. Ask children to count the number of rhinos, pandas, ladybugs, treefrogs, etc. they see on each page. Ask, Which animal do you see the most of? Which do you see the least of?



WATCH

Wild Kratts: Animals on Land and in the Water (2:10)

Animals that live on land and animals that live in water have different adaptations. An adaptation is a body part or behavior that helps an animal survive in its environment. Watch this video to learn more about polar bear and walrus adaptations.



Wild Kratts: Frogfish Feast

Want to learn more about frogfish? Click "Watch Video" in the top right corner to see how the frogfish snaps up its dinner in a flash!

PLUM LANDING: Earth to Blorb: Water! (2:48)

In this video, an alien named Plum talks about water on planet Earth: who needs it, where you can find it, and how long it's been around (hint: a very long time!). Watch the video and start a discussion with your children about how all animals need water.



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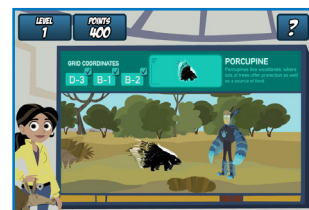
Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 5: Aardvark Rescue! (1 hour, 15 minutes)

PLAY

Wild Kratts: Aardvark Town

In this game, children will use their mapping skills to find just the right habitat for animals in the African savannah. Then they will use aardvark digging power to help the Kratt brothers dig underground homes for the animals.



Gather children at your computer or interactive whiteboard so everyone can see.

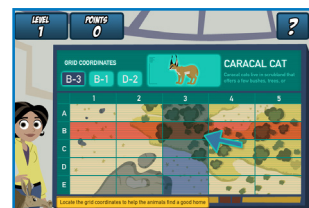
Leader: So far, you've rescued three of the five baby animals that Zach has stolen. Today, we're going to rescue our fourth animal—a baby aardvark!

Access the [Wild Kratts: Creature Roundup](#) game and call a volunteer to navigate to the fourth clue (an aardvark sign). Prompt the child to explore the path using the UP arrow key.

Call a new volunteer to click on the hole that matches the number spoken by Martin and Chris.

Click "Go" to play [Wild Kratts: Aardvark Town](#)

Click "Learn to Play" so children can listen to Martin and Aviva introduce the game. To play this game, children will be given three sets of coordinates. They will read a map grid and select the box on the map grid that corresponds with each set of coordinates.



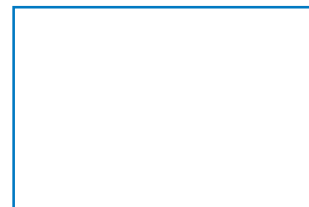
Call a volunteer to find the first box. Ask her to find the row with the correct letter (left side of screen). Now encourage all the children to count as she moves her finger along the row and reaches the target number. The correct box is where the target number and target row meet.

Call different volunteers to find the next two boxes. Once children locate three boxes on the map, they will be prompted to choose the best habitat for a variety of animals.

When children are comfortable with the directions, click "Play." You may choose to play as a whole group or have children play in small teams.

Once children pass level three, click 'Go Back' and return to [Wild Kratts: Creature Roundup](#) to see the baby aardvark released.

Leader: You have just rescued your fourth baby animal! Congratulations on a job well done!





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Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 5: (continued)

EXPLORE

Wild Kratts Wildlife Journal

Children will look at maps and write stories as they explore how animals use space.

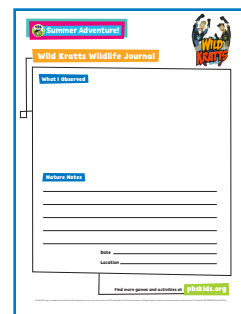
Gather the children together to continue the discussion about habitats.

Leader: We've been talking a lot about habitats this week. We've learned that animals need food, water, shelter, and space in their habitats. What do you think they need space for?

Pause and allow students to answer.

Leader: That's right! Animals need space to live in, to sleep in, to find food to eat and water to drink—and they also need space to raise their young. Some animals need lots of space, and some need just a little.

Pass out the **Wild Kratts Wildlife Journal** to each child. Prompt them to write the map coordinates from **Wild Kratts: Aardvark Town** in the 'Nature Notes' section. Next, encourage children to write a few sentences and describe what their animal did in this habitat. When children are finished, have them read aloud their stories to one another.

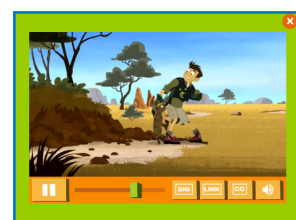
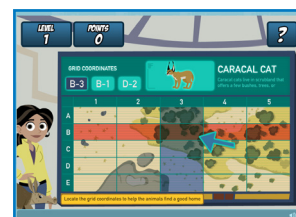


Keep Going! If you have more time, explore the following resources:

WATCH

Wild Kratts: Aardvark Town (1:46)

In this video, Martin and Chris discover the many animals that call aardvark holes their home.



EXPLORE

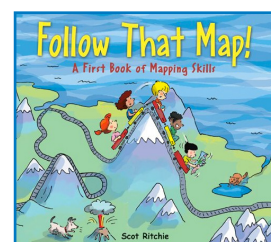
Hands-On Activity: Grid Games

Challenge your children to play games using grids. Battleship is a good example—or try playing Twister with a mat you've repurposed. You can draw numbers across the top of the mat and letters down the side. Call out a different body part for each kid, along with coordinates. For example, challenge one child to put her left foot in E1, and the next to put his right hand in A4. Keep going until there's only one child left standing! (If you don't have a Twister mat, you can create a large grid on a sheet or tarp—or even use chalk on blacktop.)

READ

Follow That Map! by Scot Ritchie

Sally and her friends embark on a search to find a missing dog and cat. Their adventures, seen from high overhead, provide an introduction to map reading for children.





Topic: Numbers & Operations
Theme: Wild Kratts, Animal & Habitats
Audience: Camp, Ages 6-8

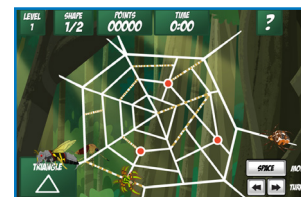


Part 6: Spider Rescue! (1 hour, 15 minutes)

PLAY

Wild Kratts: Web-Tastic!

Get ready for some spider power! In this game, children will use web-spinning powers to “draw” a series of different web shapes, while avoiding stinging wasps and sticky strands.



Gather children at your computer or interactive whiteboard so everyone can see.

Leader: We’ve worked really hard this week, and so far, we’ve rescued four of the five baby animals that Zach has stolen. Today, we’re going to rescue our fifth and final animal—a baby spider!

Access the [Wild Kratts: Creature Roundup](#) game and call a volunteer to navigate to the last clue (a spider sign). Prompt the child to explore the path using the UP arrow key. Call a new volunteer to lead the class in counting the bugs caught in the spider webs.

Click “Go” to play [Wild Kratts: Web-Tastic!](#). Click “Learn to Play” to hear Chris and Martin introduce the game. The purpose of the game is to make the shape indicated in each round. When children are comfortable with the directions, click “Play.” You may choose to play as a whole group or in small teams.

Once children pass level three, click ‘Go Back’ and return to [Wild Kratts: Creature Roundup](#) to see the baby spider released.

Leader: You have just rescued your fifth and final baby animal! Congratulations on a job well done! All the baby animals have now been saved!

Hints and Tips for Leaders

Give children reminders to help them navigate the game.

- Use the arrow keys to turn and the space bar to move forward.
- When you land on a red dot, click a second red dot to shoot a connecting web.

As children play, ask questions like:

- What shape are you making?
- How many sides does it have?
- How many vertices (corners) does it have?

EXPLORE

Bringing the Babies Home

Have children research animals and create suitable habitats. Gather the children together at a table or on a rug where they can be comfortable. Then start a discussion about habitats.

Leader: Congratulations, everybody! We all worked together and we freed all five of the baby animals that Zach Varmitech stole! Pat yourself on the back for being a super animal rescuer!

But we’re not done yet! Now that we’ve rescued the baby animals, we need to put them back in their habitats. Who can remember what a habitat is?

Pause to allow children to answer.

Leader: That is right! A habitat is a place where an animal lives. It provides food, water, shelter, and space. Today, each of you is going to pick a baby animal that we rescued and create a habitat for it! You can create a model of a habitat, or make a drawing or a map.



Summer Adventure!

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Topic: Numbers & Operations
Theme: Wild Kratts, Animals & Habitats
Audience: Camp, Ages 6-8

Part 6: (continued)

Divide the class into small groups to research the habitat for each animal: hummingbird, frogfish, aardvark, and spider. Help the children access **Wild Kratts: Creaturepedia** to watch videos and find information about the habitats for the animal. Each group will create one habitat, based on the information they learned.

Give each child a copy of the **Wild Kratts Wildlife Journal** to take notes.

Once the children research each animal, explain how to create a habitat for the animal. Each habitat should include appropriate food, water, shelter, and space in their habitat. Encourage children to include a drawing of the animal itself or find a picture from a magazine.

Provide the children with materials and supplies to build the habitat. Student should start with the “background” first. For example, they can use

- torn pieces of blue construction paper for water in wetlands
- paper towel rolls for a trunk of a tree in the forest
- brown markers to make small dots for sand in desert.



Hints and Tips for Leaders

Write the questions on your blackboard/whiteboard or easel pad for children to see.

- How does your animal find food?
- How does your animal find water?
- How does your animal shelter itself from bad weather or other predators?
- How much space does your animal need?

Leader: We're done—we completed the Wild Kratts Creature Roundup by saving the five animal babies that Zach Varmitech kidnapped. And even better—we learned enough about habitat during the week that we were able to create suitable habitats for all the baby animals! Great work!

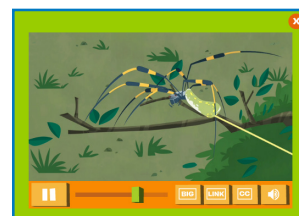
Allow children to take their habitats home, or display them prominently in your space to remind them of the work they have done.

Keep Going! If you have more time, explore the following resources:

WATCH

Wild Kratts: Web-Tastic! (1:20)

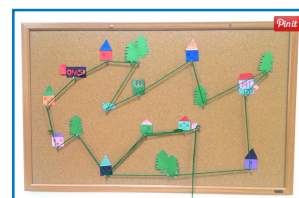
This video shows how the golden orb spider weaves her web.



EXPLORE

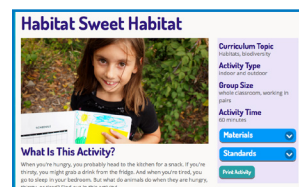
Neighborhood Geoboard

Set up a simple geoboard by pressing push pins into a bulletin board in a grid pattern. Give the students some rubber bands and challenge them to create triangles, squares, rectangles, trapezoids, and other common shapes. Ask children to count up the sides and vertices of each shape, and make a chart to keep track of the information.



PLUM LANDING: Habitat Sweet Habitat

Make up your own fanciful creatures – and then head outside to find the perfect habitats for them to live in.



This out-of-school resource was developed by Maryland Public Television.

The contents of this activity were developed under a grant from the Department of Education. However, those contents do not necessarily represent the policy of the Department of Education, and you should not assume endorsement by the Federal Government. [PR/Award No. U295A100025, CFDA No. 84.295A]. • © 2014 Public Broadcasting Service. • Wild Kratts™ © 2014 Kratt Brothers Company Ltd./9 Story Entertainment. All Rights Reserved.



Summer Adventure!

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Professional Development Extension

More About Math

Background for Leaders

This unit helps 6-8- year-old children practice important math skills such as number and operations, measurement, data collection and analysis, and spatial skills.

Numbers and Operations

Children at this age are learning to add and subtract from 1-100. They should build fluency **adding and subtracting using numbers 1-20**. Younger children may need support from models or pictures while older children should be able to do the calculations mentally.

As children work with numbers up to 100, use drawings and models (such as rods to represent tens and dots to represent ones) to help them practice. Children should recognize the relationship between addition and subtraction and be able to find the missing value in an equation. For example, $6 + ? = 13$ relates to $13 - 6 = ?$.

Encourage use of math terms like **adding to, taking from, putting together, taking apart, how much more, and how much less**. Children this age have limited formal experience with fractions. Demonstrate how to divide rectangles and circles into two, three, or four equal parts and therefore refer to them as halves, thirds, and fourths.



Measurement

Children should be familiar with the concept of temperature as measurement. Remind children how to read a number line up to 100 and discuss values that are more than or less than. Essentially a thermometer reads like a vertical number line and children should be able to compare temperatures and tell which temperature is higher and which temperature is lower.

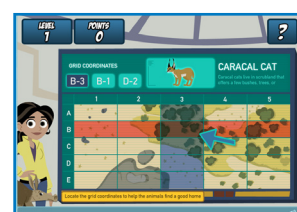
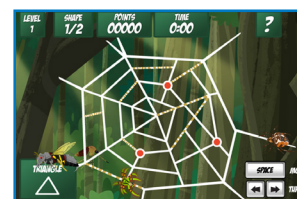
Data Collection & Analysis

At this age, children should be learning to organize, represent, and interpret data in at least three categories. Children may represent data in bar graphs, picture graphs, tables, or other pictures. Children should sort items by attributes (size, color, texture, etc.) answer questions such as: "How many are there all together?", "How much more...?", or "How much less...?"

Spatial Skills

Children should be developing spatial reasoning skills as a means of problem solving. They should be able to navigate mazes and find paths to meet a goal. In **Wild Kratts: Web-tastic** children move through the web to create the desired polygon. Familiar polygons are triangles, rectangles, pentagons, hexagons, and circles. Prompt children through the challenges by asking, "How many sides does a rectangle have?" and "What is the fewest number of points you must reach on the web to make a rectangle?"

In **Wild Kratts: Aardvark Town** children read a map using grid coordinates. This skill is similar to reading a graph or table. Encourage children to place a finger on the desired row and another on the desired column and then trace them until their fingers meet.



This out-of-school resource was developed by Maryland Public Television.

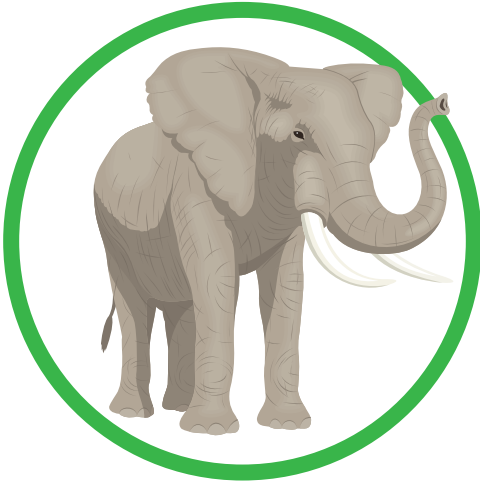
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Creature Cards

Directions:

Print and cut out enough cards so each student has a complete set.



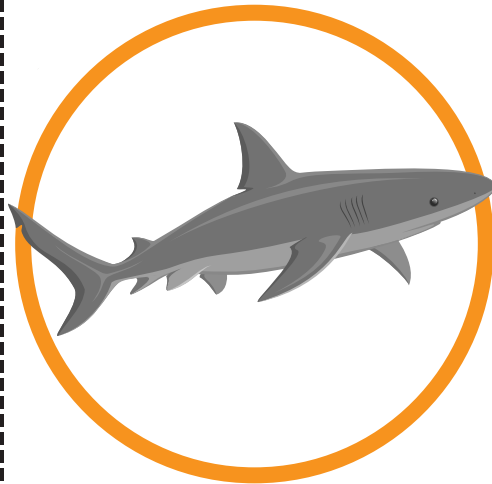
Elephant



Dolphin



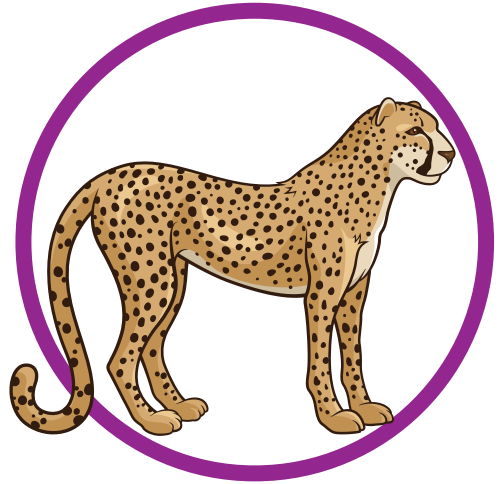
Gray Squirrel



**Great White
Shark**



Beaver



Cheetah



Summer Adventure!

Creature Cards

Directions:

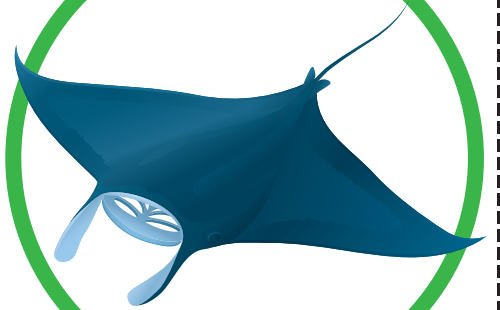
Print and cut out enough cards so each student has a complete set.



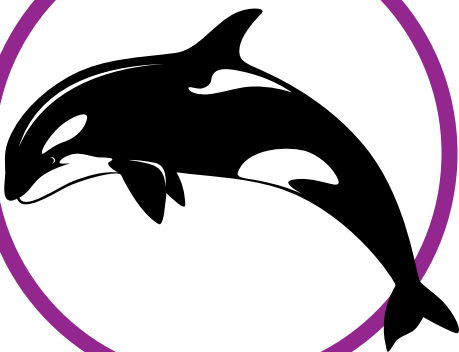
Bullfrog



Aardvark



Manta Ray



Orca



Otter



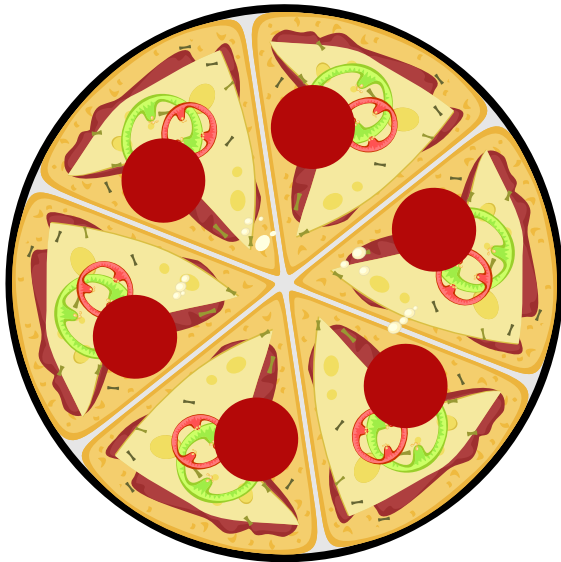
Kangaroo



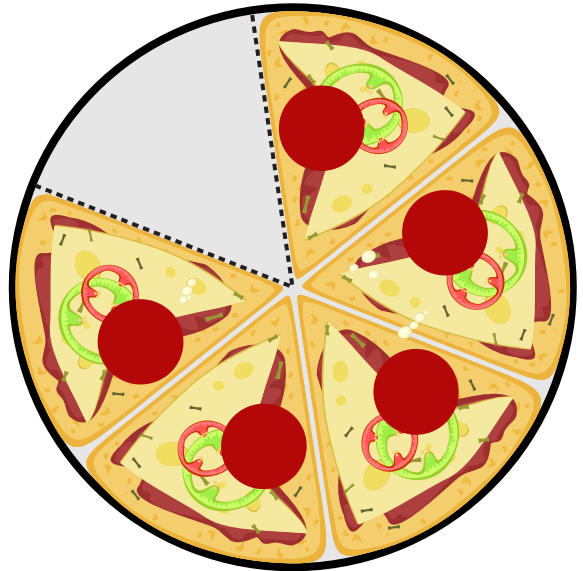
Illustrating Fractions

Directions: Complete the fraction.

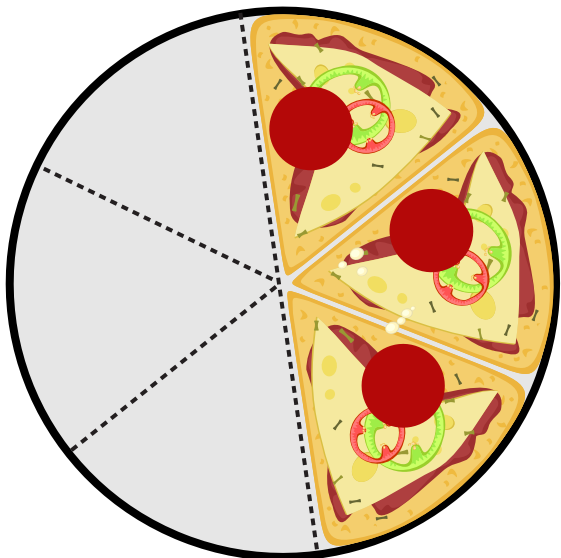
Write the numerator (top number) to represent how many pizza slices are left.



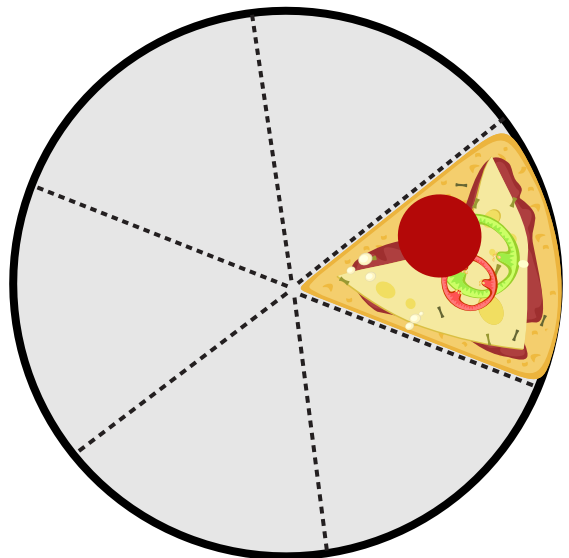
$\frac{\quad}{6}$



$\frac{\quad}{6}$



$\frac{\quad}{6}$



$\frac{\quad}{6}$

Temperature Chart

Temperature Scavenger Hunt

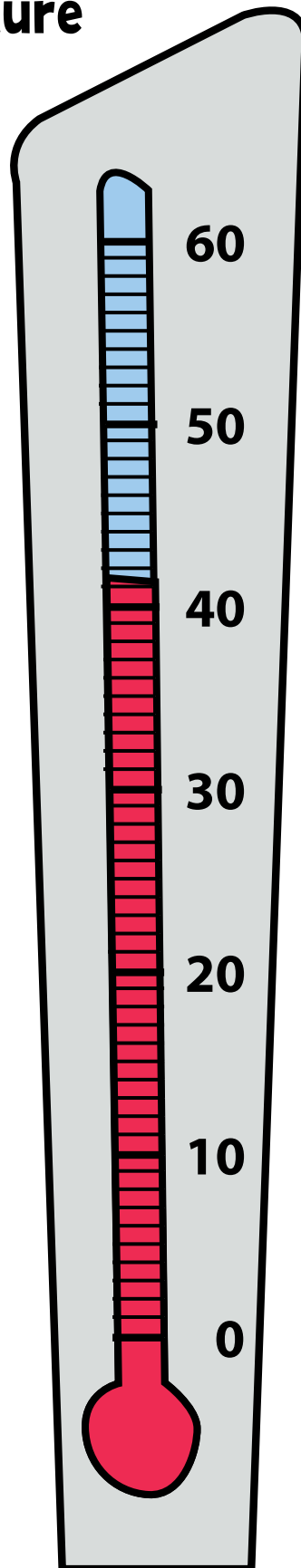
Directions: Search indoors and outdoors for different types of thermometers. You might find an indoor thermostat showing room temperature or an outdoor thermometer. Measure the temperature and record the data on your chart. You can also use thermometers you bring along to make measurements.

[illegible]



Summer Adventure!

Measuring Temperature





Summer Adventure!



Wild Kratts Wildlife Journal

What I Observed

Nature Notes

Date _____

Location _____

Find more games and activities at

pbskids.org