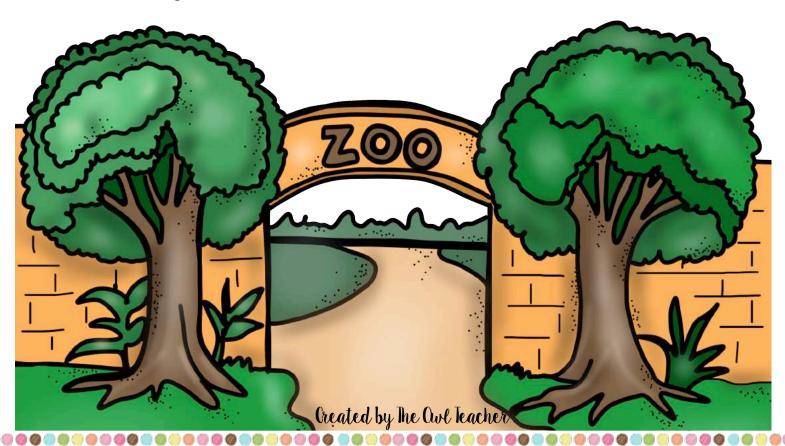
Design an Eco-Explorer Zoo

A Project Based Learning Activity with a focus on Ecosystems, Animals, Perimeter, and Area



This is an exciting **project based learning** project for second through fifth graders about **ecosystems**, but could also be used for **animals**. This project has complete materials to for both topics, therefore students can pick one or the other, or both! The sheets are labeled across the top for ease and for extra fun, have half the class research animals, while the other half research ecosystems!

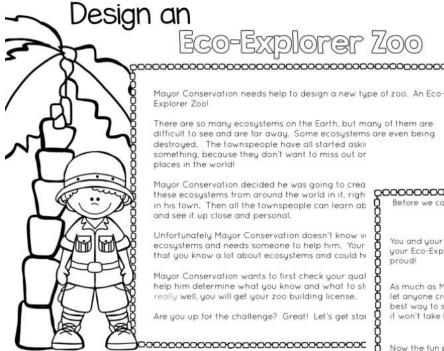
This packet meets the NGSS Standards!

In this adventure, students are introduced to Mayor Conservation and his need to build an Eco-Explorer Zoo. His idea is to create a zoo that has each of the ecosystems of the world in his town, but since he doesn't know much about ecosystems, he needs to enlist your students' help.

Additionally, he needs to fill each ecosystem with the native animals and plants! He's really confused on how any plant or animal could possibly have adapted to living in such environments (especially ecosystems like the tundra or the desert!)

There is only a slight amount of adaptation addressed in this packet.

Students are given a mission and work through several steps to complete an ecosystem zoo that involves researching an ecosystem and/or a particular animal, completing a knowledge survey to get their "license" ...



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Design an Eco-Explorer Zoo The Layout Plan

Description of the has it all written out nicely for you below.

Step | Research

You and your team will begin researching everything you need to know to make your Eco-Explorer Zoo a success. After all, you want to make Mayor Conservation proud!

Step 2: Get Your License

As much as Mayor Conservation believes that you know your stuff, he can't just let anyone create a zoo all willy nilly. He needs to be positive you know it! The best way to show him that you are an expert is to get your license. Don't worry, it won't take long and then, you'll be off designing the plans!

Step 3: Plan the Design

Now the fun part begins. You and your team of experts are going to begin designing the Eco-Explorer Zoo. You will decide where everything will go in the area that Mayor Conservation has provided you with.

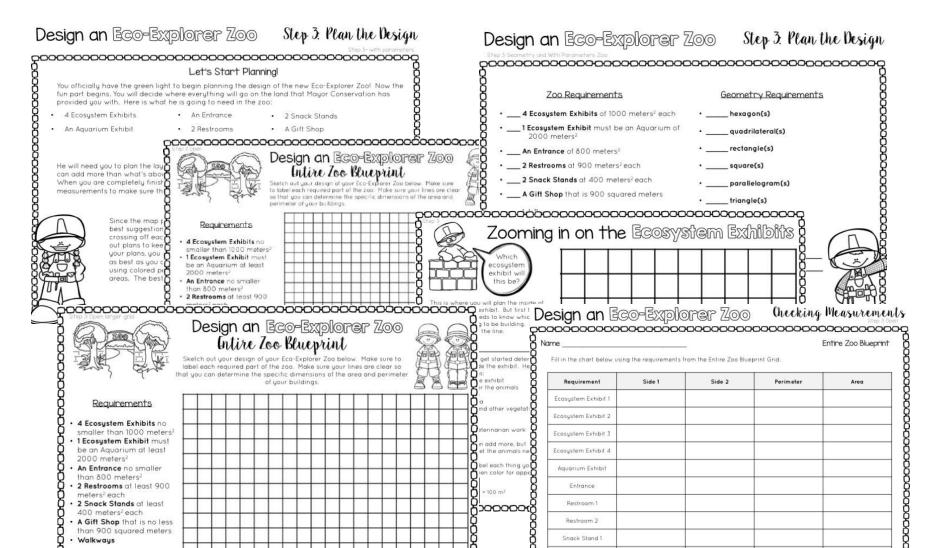
Step 4: Create the Zoo (Model)

By this point you have completed a lot of work and Mayor Conservation, along with your teacher, have approved your plan to build the zool. Now it is time to start building it! You and your team will create a scale model of your zoo using your plans from step 3.

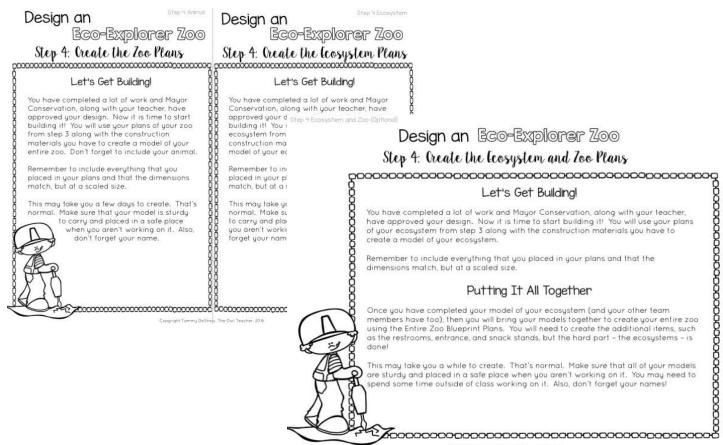
Step 5: Tour Guides

Now it's the final step. When people come to visit the zoo, the tour guides will need to tell everyone about that ecosystem. Create a brochure that will share the details of the ecosystem so the tour guide knows what to say.

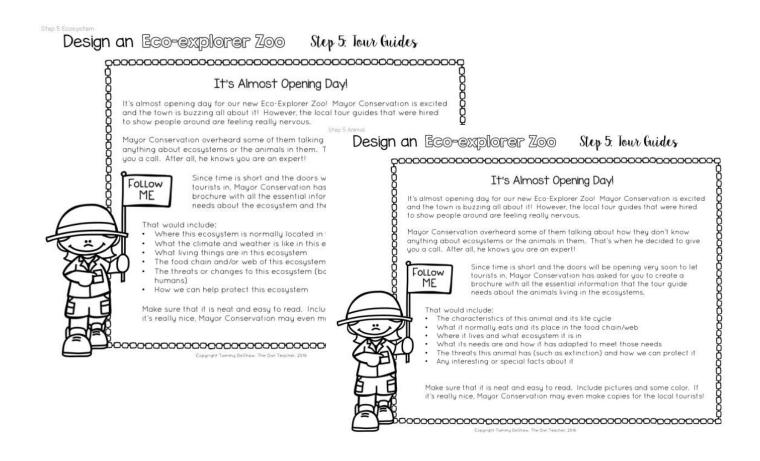
...designing both the zoo and the ecosystem. These pages allow for students to practice area, perimeter, and geometric shapes. It is further differentiated by having different grid sizes, having open ended choices for design, and much more! Students are given checklists and "measurement checkers."



After students plan their design and it's approved, they begin building their ecosystem and bring it together with their group to build the entire zoo. Students who are just researching an animal, will simply put together the zoo and add their animals in with their group. Students practice creating scale models and watch their blueprints come to life!



Finally, before the big opening day of their Eco-Explorer Zoo, students will need to prepare something for the tour guide! The tour guide doesn't know anything about the animals or the ecosystem, so students have to quickly prepare a tour guide pamphlet for him or her.



Rubrics are included to make grading easier!

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