

Instructor Sheet

Model a Print

Lesson 9

Grade Level(s): Elementary, Middle

Duration: 20 minutes research (if applicable), 50 minutes activity

Setting: Indoors or outdoors, look up size and shape of panther or other animal tracks, if necessary, and make models or use molds

Skills: Media construction, web navigation, measuring

Subject Areas: Visual arts, environmental science, life science

Overview: Students will make models of tracks of animals that share habitat with the Florida panther, using clay or play dough. Possible track include: panther, raccoon, white-tailed deer, armadillo, wild pig, wild turkey, bobcat, bear, and dog track.

Site location(s):

Natural History: Panther Sign (Tracks) (for panther track)

Offline activities:

sign cards (Panther Mystery Game)

cards (Animal Sign Concentration)

Sunshine State Standards:

Grades 3-5

SC.F.1.2.3 knows that living things are different but share similar structures.

VA.A.1.2.1 uses and organizes two-dimensional and three-dimensional media, techniques, tools, and processes to produce works of art that are derived from personal experience, observation, or imagination.

VA.A.1.2.2 uses control in handling tools and materials in a safe and responsible manner.

VA.A.1.2.4 uses good craftsmanship in a variety of two-dimensional and three-dimensional media.

Grades 6-8

VA.A.1.2.3 understands what makes various organizational elements and principles of design effective and ineffective in the communication of ideas.

The Activity

Pre-planning:

1. Reserve a computer lab or set up computers in your classroom, if students will research tracks.
2. Collect materials for making models: clay or play dough, rulers, water, cleanup towels.

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Procedure:

1. Assign computers/teams, if applicable.
2. Have students select the track(s) they will make.
3. Students make tracks using clay or play dough. They can use pencil tips to mark claws, their fingers to mold toe marks, and their palms for heel marks.

Extension:

Follow directions in Project Wild's "Tracks!" activity to make a plaster of paris animal cast out in your schoolyard natural areas, or use the molds students have made to make the casts.

Assessment:

Walk around and note participation.

1 bonus point for student who are observed helping other students use the computer

4 = Students fully participate in activities

2 = Students partially participate in activities

0 = Little or no participation