#VIRTUAL GREENHILL ARTS ENRICHMENT

Create an Animal!

Requirements:
1. Complete the brainstorming sheet
2. Draw your animal in its **habitat** on a separate piece of paper.
3. Paint your drawing with watercolor paint
4. Build a **3D form** of your drawing with model magic

Informance Questions

Why did you choose this **habitat** for your animal?

Does your drawing have the body parts you wrote down in your worksheet?

How has your 3D **form** changed from your drawing? How is it similar?

Which part of this project did you enjoy the most?
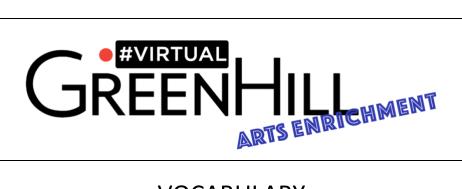
Brainstorming Sheet – Create and Animal!

What is your animal called?	What kind of **habitat** does your animal live in? (example: desert, forest)
What type of animal is it? (example: mammal, bird, reptile)	How does your animal move around? (example: flying, swimming)
What does it eat?	Where does it live? What does its shelter look like?

Describe its body parts (example: long legs, pointy ears)

Describe its **color** and **texture** (example: brown fur, green scales, stripes)

Now draw on another piece of paper!
Draw the **shapes** of your animal and where it lives with a pencil. Then **color** in your shapes with watercolor paint. Make sure to use lots of detail and draw the body parts you listed on this paper!

VOCABULARY

Line	A line is a point moving through space
Shape	A shape is a closed line. Shapes are **2D** which means they're flat. Squares, circles and triangles are shapes
Form	A form is a **3D** shape that can be held, picked up and moved. Balls, cylinders and boxes are forms.
Color	A color is light reflected off objects. Color has three main characteristics: hue, value, and intensity.
Texture	Texture is how something feels or look like it would feel if touched. Textures can be rough or smooth, soft or hard.
Habitat	A habitat is a place that an animal lives. It provides the animal with food, water and shelter.
Environment	Everything that surrounds and affects a living thing. The environment includes non-living things, such as water and air.
Adaptation	A body part or behavior that helps an animal survive in its environment
Forest	A habitat with many trees and four changing seasons.
Desert	A dry and hot habitat. Deserts get very little rain and are often covered in sand.
Rainforest	A warm habitat with lots of trees and plants. Rainforests get a lot of rain which helps many trees grow. Over half of the world's animals live here!
Arctic	A cold habitat where almost everything is frozen. Most of the Arctic has snow and ice on the ground.

HABITAT EXAMPLES

## Forest Many trees, four seasons **Animals**: Squirrels, bears, chipmunks, wolves, rabbits, deer, eagles, foxes, hedgehogs, owls, racoons	
## Desert Very hot in the day, cold at night, dry **Animals**: Rattlesnakes, camels, meerkats, cayotes, roadrunners, jackrabbits, lizards	
## Rainforest Warm, lots of rain **Animals:** Monkeys, chimpanzees, gorillas, anacondas, sloths, toucans, tree frogs, tigers, leopards	
## Arctic/Polar Regions Very cold, dry, lots of snow **Animals**: Polar bears, penguins, seals, walruses, narwals, humpback wales, arctic foxes	