

Gathering Activity:

Have the girls talk about animals and start to put them in categories. Places they live, foods they eat, predators they have...etc. The girls can come up with the categories they want. **(#5 of Plant and animal Badge)**

Opening :

After you have your regular opening explain that tonight you will be talking about animals. You could have a quick sharing session of what their animal groups looked like in their patrols they were working on.

**Oh Deer!**

1. Mark two parallel lines on the ground 10 to 20 yards apart split the girls into 2 teams and stand on the lines. One line will be the deer and the other line will become habitat components.(Food, water and shelter) At the line they will all turn to have their backs to each other.
2. Explain that the deer need to find food, water, and shelter in order to survive in their environment. If they do not then they will die.
3. In this activity when the “deer” is looking for food, it should clamp its hands over its stomach. When a “deer” is looking for water, it should put its hand over its mouth. When a “deer” is looking for shelter, it holds its hands together over its head.
4. A “deer” can choose to look for any one of its needs during each round of the activity. Emphasize that the “deer” cannot change what it is looking for during a round. It can only change what is looking for at the beginning of each round.
5. The other girls are the food, water, and shelter. Students get to choose what they want to be at the beginning of the round. They show their choice in the same way as the “deer” have. Emphasize to these girls that they cannot change what component they are during a round. They can only change at the beginning of each round.
6. The Guider should begin the first round by asking all students to make their signs—hand over stomach, mouth, or head. Emphasize that girls should choose one of these symbols before turning around to face the other group.
7. When the girls are ready tell them to “GO!”. At this time each “deer” and each “habitat component” turns to face the opposite group continuing to hold their sign clearly.
8. When the “deer” see the “habitat component” that matches what they need, they are to run to it. Each “deer” must hold the sign of what it is looking for until getting to the matching “habitat component.”

9. Once the “deer” find their correct component they should take it back to their line, and the “habitat component” becomes a “deer”. Any “deer” who fails to find its “habitat component” dies becomes a “habitat component” on the other side and becomes available as food, water, or shelter to the “deer” who are still alive.

10. “Habitat components” not taken by a “deer” continue to be “habitat components”.

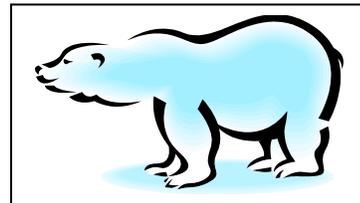
Oh Deer Game Directions adapted from Project Wild Teacher’s Guide

This game looks way more complicated than it is to play. It is actually quite simple and it really gets the point across about habitats and how we should take care of them. I also like to quietly tell the habitat group to sometimes all pick one component.

Animals in Winter

You need: rubber gloves, shortening, bowl, ice and water

Purpose: To show how a layer of fat helps animals survive.



Have a girl make a fist and have her put it in the glove and then cover their hand in shortening. Just plopping it on until the whole fist is covered. Now just have the girl put their hand in the icy water now.....the kids think it is the coolest thing that they now can't feel the icy cold water. Talk about how a Polar Bear (or a penguin or a seal or any other freezing Arctic animal) might feel. Once you are done with the first child, carefully slip the fat covered glove off and have the next child slip in their fist. It works pretty smoothly.



Camouflage (naturalist #6)

You need: white paper, crayons and scissors

Purpose: Girls will observe the important characteristics of camouflaged animals.

1. Ask the girls to draw a picture of an animal they might see in the woods.
2. Have them color or paint the pictures and cut them out.
3. Take the pictures outside and prop them up on trees or rocks.
 - Walk back 20 feet. Can they see them?
 - Walk back 40 feet. Can they see them now? Keep moving back from the pictures until they can no longer be seen.
4. Turn the pictures over so they are white and prop them up.
 - Walk back 20 feet. Can they see them?
 - Walk back 40 feet. Can they see them better when they are white?
5. Ask the children how animals' colors camouflage and protect them?
 - Think of other animals that are camouflaged. Why are horseshoe rabbits white in the winter and gray in the summer?
 - Who might wear camouflage clothing for their jobs? Why?

- Would you wear the same clothes if you were trying to camouflage yourself in the desert or jungle? Why or why not?
- Which color would you wear in the desert? The jungle? The North Pole?

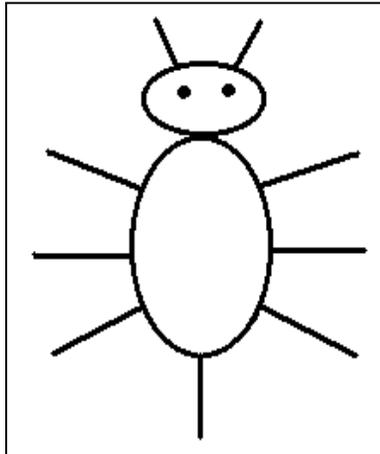
Beetle Juice

You Need: paper, pencil, dice

Play:

Each player or small team has a pencil, paper and a die and draws a body part corresponding to the number rolled.

- **1** = Body
- **2** = Head
- **3** = A Leg
- **4** = An Eye
- **5** = An Antenna
- **6** = The Tail

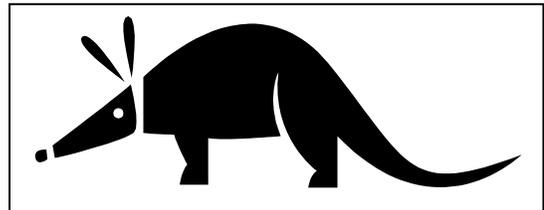


A player, however, cannot start drawing the legs, tail, and head until a 1 has been thrown for the body; and cannot draw the eyes and antennae until a 2 has been thrown for the head. The beetle must have a body, a head, two antennae, two eyes, six legs and a tail. The player who finishes drawing a beetle first, yells Beetle Juice to win the game.

Songs

The Aardvark Song

This is the start of a large dark aardvark song
 Ne ne ne ne, ne ne ne ne, yeah yeah yeah!
 There were two aardvarks in the park
 They say they're missing from the zoo
 The police are searching high and low
 But they cannot find them, can you? Peek-a-boo!
 Where did they go? What is the reason!
 This is the aardvark mating season!
 So if you see two aardvarks kissing in the park
 Do not break and aardvark's heart...NO!
 Do not be a spy, you're not the FBI,



Do not break and aardvark's heart!
This is the end of the large dark aardvark song
Ne ne ne ne ne ne ne , yeah, yeah, yeah!

Elephant Song

(actions in brackets)

Oh Tell me *(cup hand to ear)*

Have you seen what's in the air tonight *(point over your head)*

It's something great and big *(make a big circle with your arms)*

It's riding on a bike *(cycling motion with legs)*

It is an elephant *(make a trunk with your arm)*

It is so elegant *(fashion model pose)*

It has a trunk in front *(make trunk with your arm)*

And a tail behind. *(point to where your tail would be if you had one!)*

Repeat the song a [number](#) of times, each time, you stop singing one line of the song, but continue to do the action for that line. By the end of the song all you're doing is actions, no singing.



Closing: