

Animals Have Class

Post-Program Activity

Grades 6-8



Objective: Students will identify and describe characteristics of different groups of animals.

Sunshine State Standards:

- **SC.6.L.15.1** Analyze and describe how and why organisms are classified according to shared characteristics with emphasis on the Linnaean system combined with the concept of Domains.
- **SC.7.L.17.2** Compare and contrast the relationships among organisms such as mutualism, predation, parasitism, competition, and commensalism.
- **SC.8.N.4.1** Explain that science is one of the processes that can be used to inform decision making at the community, state, national, and international levels.

Overview: Students use animal characteristics to make a set of cards that they use to play a game.

Materials:

- Unlined 3" x 5" notecards or cardstock cut into 3" x 4" pieces
- Library access
- [List of animal families](#)

Procedure:

- Review the Linnaean classification system with the class. Then assign each student an animal family.
- Allow students time to research their animal family and have them make a list of six of its characteristics.
- Hand out six notecards to each student and have them write the name of their animal family at the top of each one. Then have them write one of the characteristics from their list at the bottom of each card. In the center of each card, have the students put the name and picture of one of the species in their animal family.
- Once the cards are finished, put the students into groups of four and tell them they will be using the cards to play a game.
- Go over the following rules of the game:
 - Mix all the cards together and then distribute four cards to each person.
 - Stack the rest of the cards into a face down pile.
 - Take the top card from the face down stack and lay it down to start a face up pile.
 - Take turns placing a matching card onto the face up pile. A matching card either has the same family name (such as "Crocodylidae") or the same characteristic (such as "breathes with lungs").
 - If you do not have a card with the same family name or characteristic as the top card on the face up pile, draw one card at a time from the face down pile until you get one that you can use.
 - The first person to get rid of all their cards is the winner.

Extension:

- Challenge the student to make up new games to play with their cards.