



## ACTIVITY 1

### *Animals I May Have to Rescue Plato From*



***RANCH LIFE SERIES / BOOK 3 / RANCH WILDLIFE***

Chapter 2

**Content Area**

Science

**Topic**

Animal Traits, Habitats and Behaviors

**Objective**

Students will identify traits, habitats, and behaviors for large ranch animals.

**Texas Essential Knowledge and Skills (TEKS)**

2.10A, 3.10A, 4.10A, 4.10B, 5.10A, 5.10B





## Animals I May Have To Rescue Plato From

**CONTENT AREA:** Science

**TOPIC:** Animal Traits, Habitats and Behaviors

### GAME MATERIALS:

- ANIMALS I MAY HAVE TO RESCUE PLATO FROM - CARDS, two sets per page (*page A1 - 3*): 1 set per student table group
- ANIMALS I MAY HAVE TO RESCUE PLATO FROM - SORTING MAT (*page A1 - 4*): 1 per student table group
- ANIMALS I MAY HAVE TO RESCUE PLATO FROM - SORTING MAT KEY (*page A1 - 5*): 1 per student table group
- THE BOTTOM LINE (*page A1 - 6*): 1 per student or student table group

### COMBINED READING STRATEGY & ACTIVITY INSTRUCTIONS:

1. Each group will need a set of ANIMALS I MAY HAVE TO RESCUE PLATO FROM - CARDS and an ANIMALS I MAY HAVE TO RESCUE PLATO FROM - SORTING MAT.
2. Students will read Chapter 2, pages 2-15.
3. As students are reading, they will look for each animal's habitat, traits, and behaviors within the chapter. Once they identify one of these components, they will find the matching card and place it on the SORTING MAT.
4. Once all groups have completed their sorting, have groups volunteer to share their answers and discuss any information that is different. Remind students, opposing ideas should be grounded in evidence from the chapter.

### STUDENT SKILLS ASSESSMENT:

Have students (or student groups) complete THE BOTTOM LINE worksheet at the end of the activity.

# Animals I May Have To Rescue Plato From



## SECURITY BRIEFING –

### WORDS OF WISDOM FROM HANK THE COWDOG:

Being the head of ranch security is a big job! As you can imagine, I must know a lot of information about the ranch and the many **animals** on and around the ranch. If you are going to be my deputy, here on Loper's ranch, you are going to have to learn a few things about the large animals we have on the ranch. For example, if you need to find one of these animals you need to know their **habitat** and how to identify the animals. If you know the **inherited traits** for the animal, it makes identification a breeze. No matter where you are, each **species** of animal has unique traits that will help you identify them by observable **characteristics**. The last thing you need to understand about large animals are their **behaviors**. Some large animals are gentle giants and others, like the Longhorn you learned about during Ranch Life Series book 1: *Ranching and Livestock*, can be a bit frisky and downright mean! Handling those critters should only be done by a trained professional like myself.

### ACTIVITY MATERIALS:

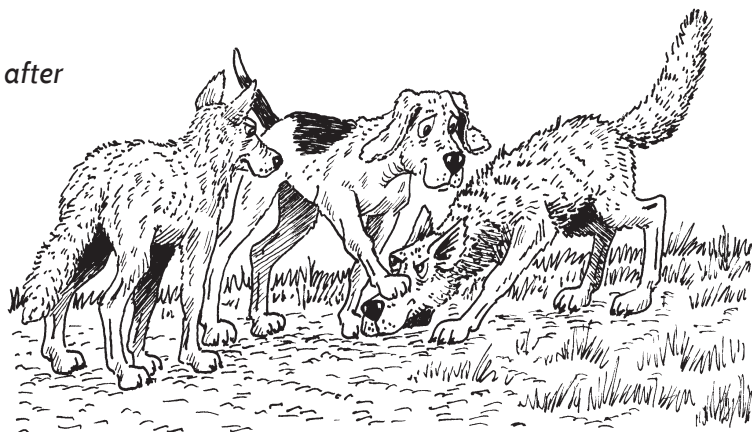
- LARGE ANIMAL SORTING CARDS
- LARGE ANIMAL SORTING MAT
- THE BOTTOM LINE

### ACTIVITY INSTRUCTIONS:

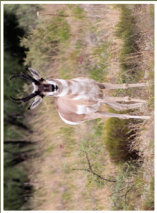

1. Your group will need a set of LARGE ANIMAL SORTING CARDS and a LARGE ANIMAL SORTING MAT.
2. As you read, look for each animal's habitat, traits, and behaviors within the chapter. Once you identify one of these components, find the matching card and place it on the sorting mat.
3. Once your group has completed the sorting mat, check your answers. Your information will be shared with your classmates during a discussion led by your teacher.

### WRAP UP:

Fill out THE BOTTOM LINE worksheet after you have completed the activity.





<b>All Terrains</b>		<b>PRONGHORN ANTELOPE</b>	Eats Vegetation <i>(flowers, shrubs, bushes &amp; tomatoes)</i>	White Tail	Antlers Are Kept Year Round
<b>Flat, open country</b>		<b>DEER</b>	Large Body <i>(300-400 lbs.)</i>	Large Body <i>(300 lbs.)</i>	Jumps Over Fences
<b>Rough country with deep canyons</b>		<b>AOUDAD SHEEP</b>	Scoots Under Fence	Big Curled Horns	Has Large Litters
<b>Rough, rocky terrain</b>		<b>FERAL HOG</b>	Sandy Brown Coat	Eats Vegetation, <i>(roots, grains, nuts, grain, eggs &amp; small animals)</i>	Long Ears Like a Mule
Fast Runners		Shy	"Beard"	Good Eyes	Camouflage
Root and Dig Up Food	Horns Are Shed	Response to Danger: <b>FIGHT</b>	Nocturnal	Long Tusks	Response to Danger: <b>FLIGHT or FREEZE</b>
<b>All Terrains</b>		<b>PRONGHORN ANTELOPE</b>	Eats Vegetation <i>(flowers, shrubs, bushes &amp; tomatoes)</i>	White Tail	Antlers Are Kept Year Round
<b>Flat, open country</b>		<b>DEER</b>	Large Body <i>(300-400 lbs.)</i>	Large Body <i>(300 lbs.)</i>	Jumps Over Fences
<b>Rough country with deep canyons</b>		<b>AOUDAD SHEEP</b>	Scoots Under Fence	Big Curled Horns	Has Large Litters
<b>Rough, rocky terrain</b>		<b>FERAL HOG</b>	Sandy Brown Coat	Eats Vegetation, <i>(roots, grains, nuts, grain, eggs &amp; small animals)</i>	Long Ears Like a Mule
Fast Runners		Shy	"Beard"	Good Eyes	Camouflage
Root and Dig Up Food	Horns Are Shed	Response to Danger: <b>FIGHT</b>	Nocturnal	Long Tusks	Response to Danger: <b>FLIGHT or FREEZE</b>



<p>— ANIMAL —</p>  <p>NAME</p> <p>— BEHAVIOR —</p>	<p>— HABITAT —</p> <p>DESCRIPTION</p> <p>— INHERITED TRAIT —</p>
<p>— ANIMAL —</p>  <p>NAME</p> <p>— BEHAVIOR —</p>	<p>— HABITAT —</p> <p>DESCRIPTION</p> <p>— INHERITED TRAIT —</p>

# Animals I May Have To Rescue Plate From - Sorting Map

<p>— ANIMAL —</p>  <p>NAME</p> <p>— BEHAVIOR —</p>	<p>— HABITAT —</p> <p>DESCRIPTION</p> <p>— INHERITED TRAIT —</p>
<p>— ANIMAL —</p>  <p>NAME</p> <p>— BEHAVIOR —</p>	<p>— HABITAT —</p> <p>DESCRIPTION</p> <p>— INHERITED TRAIT —</p>

<p>— ANIMAL —</p>  <p><b>PRONGHORN ANTELOPE</b></p>	<p>— HABITAT —</p> <p><b>Flat, open country</b></p>	<p>— ANIMAL —</p>  <p><b>FERAL HOG</b></p>	<p>— HABITAT —</p> <p><b>All Terrain</b></p>
<p>— BEHAVIOR —</p> <p>Fast Runners</p> <p>Response to Danger: <b>FLIGHT</b></p>	<p>— INHERITED TRAIT —</p> <p>Good Eyes</p> <p>Have Horns Year Round</p>	<p>— BEHAVIOR —</p> <p>Nocturnal</p> <p>Response to Danger: <b>FIGHT</b></p>	<p>— INHERITED TRAIT —</p> <p>Large Body (300-400 lbs.)</p> <p>Long Tusks</p>
		<p>Eats Vegetation, (roots, grains, nuts, grain, eggs &amp; small animals)</p>	

*Animals I May Have To Rescue Plate From - Sorting Map*

<p>— ANIMAL —</p>  <p><b>DEER</b></p>	<p>— HABITAT —</p> <p><b>Rough country with deep canyons</b></p>	<p>— ANIMAL —</p>  <p><b>AOUADAD SHEEP</b></p>	<p>— HABITAT —</p> <p><b>Rough, rocky terrain</b></p>
<p>— BEHAVIOR —</p> <p>Jumps Over Fences</p> <p>Response to Danger: <b>FLIGHT or FREEZE</b></p>	<p>— INHERITED TRAIT —</p> <p>Long Ears Like a Mule</p> <p>Antlers Are Shed</p>	<p>— BEHAVIOR —</p> <p>Shy</p>	<p>— INHERITED TRAIT —</p> <p>Large Body (300 lbs.)</p> <p>Sandy Brown Coat</p>
<p>4</p>	<p>White Tail</p> <p>Camouflage</p>		<p>Big Curled Horns</p> <p>"Beard"</p>



