

Engineering a Simple Animal Shelter

Grade: 1-2 | Subject: Science | Week 19: Animals and Their Habitats | Time: 25–35 minutes

Learning Objective

Student will (building on K skills) design and build a simple shelter model that could help protect an animal in its habitat.

Materials Needed

Craft materials (twigs, leaves, paper, cotton balls, small box), a toy animal figure

Practice Activity

Child tests the shelter and improves one part of the design.

Student Work Space

Parent/Teacher Sign-off: _____ Date: _____