


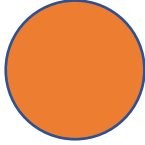


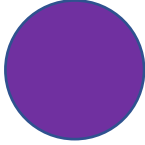
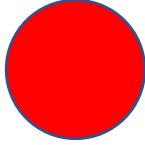
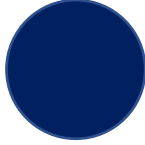
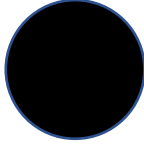
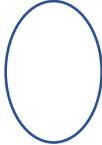

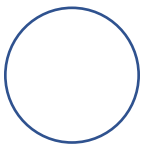
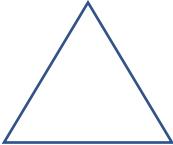




## **Create a Cuddly Creature Direction Sheet and Student Data Sheets**

- a. Locate the envelope of traits that was provided to you by the teacher.
- b. Place the squares of paper which represent inherited traits upside down on the table in front of you. There will be four squares for each characteristic. Group these together by paper color.
  - The characteristics you will be using to create your cuddly creature are: color of the fur, fur pattern, eye color, head shape, ear shape, height of creature, length of tail, body size, and texture/length of fur.
- c. Using the marked squares with the names for each inherited characteristic, select the first characteristic and note it in the spot provided on your student data sheet. Take that square and the remaining squares for that trait and put them back into the envelope.
- d. Repeat this process with each trait.
- e. Once you have selected the inherited trait for each one, draw and color your creature on the back of your traits sheet.

## Teacher Direction Sheet

- a. Assemble an envelope for each student ahead of time.
- b. To do so, make up a set of the inherited traits card set for students below. These cards need to be reproduced on tag board front to back so that the front of the card has a trait (i.e. color of fur and picture or word) and the back of the card has the name of the trait. One card set which is comprised of all of the different traits would go into each envelope.
- c. Provide an envelope to each group of students and the student data sheets with all of the inherited trait possibilities to each student.
- d. Ask the students to remove the cards from the envelope and group them by the name of the trait upside down. The students are placing them upside down so that they will randomly draw the color or shape or pattern for each trait.
- e. Model for the students how to draw a particular card from one of the traits. For example: Pick a color of fur card and show the students what color the fur for the creature would be. Model how the students would circle the trait on their sheet.
- f. Allow students to complete drawing the rest of the traits and indicating them on the sheet.
- g. An adaptation to this would be to develop each trait card in enough quantity for the entire class and randomly pass a trait card out to the students. For example: Create 25 color of fur trait cards or enough for your class. Randomly hand out a card to each student. Ask them to record that on their sheet. Repeat this process for each trait.

Circle the inherited trait for each one.

Trait	My Creature Has.....			
Color of Fur				
Pattern on Fur	Striped	Polka Dots	Stars	None
Eye Color				
Head Shape				
Ear Shape	Short, Points Up	Long Hangs Down	Tall Points Up	Short Hangs Down
Height	Short	Medium	Tall	Really Tall
Tail Length	No Tail	Short	Medium	Long
Body Size	Small	Medium	Large	Extra Large
Length of Fur				

# My Cuddly Creature

## Explanation

Using the following words, write an explanation that describes how your creature inherited the traits it did and why it looks like it does.

The words are: **Inherit, trait, gene, offspring.**