Animal Habitats

A Museum of Science Traveling Program
Description

**Animal Habitats** is a 50-minute presentation where students practice science skills to explore the ideal habitat for visiting live animals. It is designed to build on NGSS-based curricula.

*NGSS: Next Generation Science Standards*
Needs

We bring all materials and equipment, including a camera, video projector, and screen. Access to 110-volt electricity is required.
Space Requirements

The program can be set up in any room with at least 25´ by 25´ of cleared floor area. All sessions must be taught in the same room.
Goals: Observing Animals

Students observe the characteristics and behavior of up to three live animals in a very intimate setting.
Goals: Habitats

We reinforce that food and shelter are essential parts of an animal’s habitat and chart what is most suitable for each visiting live animal.
Goals: Inference

The student observations are used to infer each animal’s shelter and food requirements.
Goals: Predictions

The students use this information to predict the animal’s optimal habitat from a variety of choices.
Goals: Biofacts

At the end of the program, the students get to see, smell, and touch animal biofacts like bones, furs, and skins.
Program Details

• Can only be booked for school groups during the school year.
• Only available for Kindergarten or second-grade students studying the program content.
Program Details

• Capacity is two classes (50 students) per session.
• Up to three consecutive sessions can be taught per day.
Program Restrictions

- Maximum time offsite is 6 hours
- Maximum range is 100 miles from MoS
- Not possible to split schedules around lunch
- Not offered from mid-December through mid-March
- Teaching spaces must have temperatures between 70 and 85 degrees Fahrenheit
NGSS Connections

- K-ESS2-2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment.
- K-ESS3-1. Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live.
- K-ESS3-3. Communicate solutions to reduce the amount of natural resources an individual uses.
- K-LS1-1. Observe and communicate that animals (including humans) and plants need food, water, and air to survive. Animals get food from plants or other animals. Plants make their own food and need light to live and grow.
NGSS Connections

• 2-LS2-3. Develop and use models to compare how plants and animals depend on their surroundings and other living things to meet their needs in the places they live.

• 2-LS4-1. Use texts, media, or local environments to observe and compare (a) different kinds of living things in an area, and (b) differences in the kinds of living things living in different types of areas.
NGSS Scientific and Engineering Practices

• Asking questions and defining problems.
• Developing and using models.
• Analyzing and interpreting data.
• Constructing explanations and designing solutions.
• Engaging in argument from evidence.
# 2019 – 2020 Prices

<table>
<thead>
<tr>
<th>Sessions per Day</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Session</td>
<td>$450</td>
</tr>
<tr>
<td>2 Sessions</td>
<td>$550</td>
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<tr>
<td>3 Sessions</td>
<td>$650</td>
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</tbody>
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No mileage fees charged in New England in 2019-20 School Year.
Animal Habitats

For information/reservations:
mos.org/travelingprograms
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