



Marwell
Wildlife

KS3 Adaptation

Create your own animal!

Create your own animal! – classroom based

This activity requires pupils to apply their understanding in order to design their own animal adapted to their chosen habitat. Some questions have been provided to give pupils some guidelines to consider in their design process.



Curriculum Links

SCIENCE

Genetics and evolution

Inheritance, chromosomes, DNA and genes

- differences between species
- the variation between species and between individuals of the same species means some organisms compete more successfully, which can drive natural selection

Create your own animal!

Your challenge is to design a new animal that is perfectly adapted to the habitat it lives in. You can choose any of the habitats you have learnt about. Below are some questions you will need to consider before designing your animal.

Questions to consider:

1. Where will your animal live (its habitat)? What are the main characteristics of that habitat? – e.g. Hot? Cold? Wet? Dry? Lots of vegetation? Not very much vegetation?
2. What will your animal eat?
3. How will your animal move?
4. How will your animal communicate?
5. Where will your animal sleep?
6. Will your animal come out during the day, night or both?

