Animal Adaptations

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Driving Question:

- How can I create a block-based program to show what I know about physical and behavioral adaptations?
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Overview:

In this lesson, students will create a project using Scratch for CS First to demonstrate their understanding of an animal habitat and its behavioral and physical adaptations.

Materials

- 3rd_CS_Science_Lesson 2
- Animal Adaptations.pdf

Core SOLs

- 3.4

Computer Science SOLs

- 3.AP.3

Lesson Plan:

Please see attached lesson plan for step-by-step procedures.