1. Pick one of the listed categories and name three more objects that it might include.  
     
   Category: Animal Objects  
     
   Object 1: axylotl Object 2: Rabbits   Object 3: Lions
2. Think of an unlisted category and identify five objects that it might include.  
     
   New Category:  Musical Instruments  
     
   Object 1: Clarinet   Object 2: Percussion   Object 3: Guitar  
     
   Object 4: Trumpet   Object 5: Piano
3. Pick any object and make a list of five "sub-objects" the category might contain. For example, a dancer object is itself a category and could include a folk dancer, a Salsa dancer, a ballroom dancer, break dancer, and an ice dancer, etc.  
     
   Object: Guitar  
     
   Sub-Object 1: Stratocaster Sub-Object 2: Telecaster  
     
   Sub-Object 3: Les Paul Sub-Object 4: Acoustic  
     
   Sub-Object 5: Classical
4. Pick any object and list four of its physical characteristics (i.e. attributes) and two things it can do (i.e. behaviors). In terms of "behaviors," think in terms of actions (verbs). For example, dancers can spin, dogs can bark, boats can sink. Don't be too literal with the term behavior; have some fun with it.  
     
   Object: Door  
     
   Attribute 1: Hard Attribute 2: Wooden   
     
   Attribute 3: Hinged      Attribute 4: Movable  
     
   Behavior 1: Open      Behavior 2: Close
5. In your own words, given what you know now, how do you define an object?

An object is an item with unique properties which can be manipulated.