

STEAM Recipe

Theme	Make a presentation of animal life in different habitats on earth, using an overhead projector and different types of instruments.
Target Age Group	9 – 12 year olds
Duration of Activity	90 minutes
Resources/Materials Needed (exact details required)	<ul style="list-style-type: none"> - An overhead projector - Ipad or an instrument of some sort (anything that you can make a sound with) - Paper, scissors, glue, pens, cardboard, tread
STEAM Components	Art, natural science, geography, engineering

WHY	Goals/Objectives/Targets/Aims	<p>The children get to be creative by making a visual presentation containing music that doesn't necessarily have to be in a time or a key. They get to play instruments they may not know how to play creating noises to resemble the habitat and animals. They also have to create the habitats and animals using cardboard, paper or whatever they can find useful. This pushes the children to be creative without them even knowing it.</p>
HOW	Method/Activities (i.e step by step instructions for teacher)	<p>The children are divided into groups of 4-6 people, depending on the size of the class. Each group get assigned their own habitat, and they must use either their school books or the internet to find information on the animals who live in their assigned habitat.</p> <p>What country does the animal live in? What does the flag look like?</p> <p>This is information the children can find out in the presentation.</p> <p>They then get pencils, scissors and paper to draw and cut out the animals and a background for the habitat. For example, a sun or fields of sand for a desert, trees for a jungle, or buildings for a city.</p>



STRATEGIC PARTNERSHIP

AGENTS OF CHANGE IN EDUCATION

		Afterwards each group makes their presentation where one student of each group put the drawings on the overhead and the rest of the group make different sounds for each animal on the iPad or instruments.
<i>DID IT WORK</i>	Reflection/Evaluation (where applicable)	