1) Let students work in small groups.

2) Each group chooses an invention card (on index cards) that describes something about an imaginary reptile (habitat or adaptation).
   - Lives in water
   - Lives in a cave
   - Burrows in the soil
   - Lives in hot, dry sand
   - Lives in the snow
   - Lives inside a tree
   - Can outrun a human
   - You can see through
   - A reptile that doesn’t look like a reptile
   - A reptile you wouldn’t want to touch
   - Lives on another reptile
   - Lives in a grocery store

3) Inventors use the information they are given to create a reptile and describe
   - What the reptile eats
   - What might try to eat it
   - How it moves and defends itself
   - Adaptations it has to survive in its habitat
   - The reptile’s name

4) The students draw a picture of the reptile in its habitat and give the reptile a name.

5) Each group can present their group’s reptile to the class afterwards.

Kindergarten Core: Standard 3 Objective 2
Describe how young animals are different from adult animals and how animals care for their young.

Second Grade Core: Standard 3 Objective 1
Investigate relationships between plants and animals and how living things change during their lives; observe and describe relationships between plants and animals.

Third Grade Core: Standard 2 Objective 2
Describe the interactions between living and nonliving things in a small environment.

Fourth Grade Core: Standard 5 Objective 2
Cite examples of physical features that allow particular plants and animals to live in specific environments. Describe some of the interactions between animals and plants of a given environment.

Fifth Grade Core: Standard 5 Objective 2
Describe how some characteristics could give a species a survival advantage in a particular environment.