

ThemeWeavers Animals

Publisher

Edmark/Riverdeep

Description

Children can let their imaginations run wild as they explore *ThemeWeavers Animals*. This software has a play and a create mode. In the create mode, children may choose from a vast array of animal habitats (woodlands, fields, ocean, lakes, farm) to create new activities, make stories, and design pictures. Animals from the arctic, desert, jungle, backyard, home, and other areas are available as stickers. Each sticker has its own animation. Children can resize the stickers and add text or recordings of their voices. In the play mode, children explore a variety of concepts relating to animals, including size and similarities. Learning areas include math, language arts, science, music, and social studies. An additional feature is downloadable activities from Edmark's *ThemeWeavers* site. Teachers can use many of the activities developed and customize them for their classrooms. *ThemeWeavers Animals* is ideal to use for small group activities.

System Requirements

Macintosh

68040 processor (25MHz or faster)
PowerPC recommended
System 7.3 or higher
Hard disk with 10 MB free
16 MB RAM
256 Color, 640x480 monitor
2X CD ROM drive

Windows

486 (66 MHz or faster), Pentium or better
Windows 95/98
16 MB RAM
Hard disk with 10 MB free
Super VGA graphics, 640x480 monitor
2X or faster CD ROM drive
Windows-compatible sound card

Optional

- External speakers
- Microphone
- Touch screen
- Internet access

Introductory Activity

Take a walk around the schoolyard or the school neighborhood to observe the animals that are found in the area. Have a digital camera with you to have children take pictures of the animals. After the walk, review with the children what animals were seen and where they were seen. Open up *ThemeWeavers Animals* in Create mode and have the children decide on a background that looks similar to theirs. The children can take turns adding scenery and animals to the picture. They can also record what they saw using the microphone. Several pictures can be made, saved, and printed to create a classroom book.

Child Outcomes and Standards Addressed

Children will:

- Compare and contrast the different types of animals found on earth.
Math: Algebra
Science: Life Science
Social Studies: People, Places, and Environments
- Identify what different animals need to survive.
Science: Life Science, Science as Inquiry
Social Studies: People, Places, and Environments
- Report classroom data about animals.
Math: Data Analysis and Probability
- Notice seasonal changes of animals feeding habits.
Science: Life Science, Science as Inquiry, Unifying Concepts and Processes
Social Studies: Time, Continuity, and Change

Materials

- *ThemeWeavers Animals*
- Cutouts of animal stickers
- Printed backgrounds from *ThemeWeavers Animals*
- Toy animals
- Digital camera
- Clipboards and drawing materials
- Books about animals
- Animal counters

Ahead of Time

Teachers should familiarize themselves with the software and have some ideas about its capabilities and what they would like the children to do with the software. Cutouts of the stickers can be made and laminated or printed on magnetic sheets.

Computer Activity

Children can explore the software in individually and in small groups. Encourage the children to create a variety of activities.

Related Activities

Math

- Use animal stickers as units of measurement.
- Count and sort animals.
- Create patterns with animals.

Science

- Compare and contrast animal characteristics.
- Classify animals according to different attributes.

Young Children as Explorers: Interactive Learning Experiences

- Identify what different animals eat.

Social Studies

- Explore different habitats for animals.
- Discover the many opportunities there are for people to work with animals.
- Observe changes in the animals and their environment over time.

Related Activities

- Create animals using a variety of art media.
- Make stories about animals. Print out books.

Family Activities

- Send home an animal book for the family to read with the child.
- Encourage families to take nature walks with their children.

Related Software

- *HyperStudio*
- *Kid Pix*
- *Sammy's Science House*
- *Adiboo: Nature, Animals, and Planets*

Related Internet Sites

Perry Elementary School Kindergarten Animal Safari: <http://www.perry-lake.k12.oh.us/pes/gradelevelwebsites/kindergarten/kohl/animalsafari/animalindex.htm>
Ranger Rick's Kid's Zone: <http://www.nwf.org/kids/>
Smithsonian National Zoo: <http://natzoo.si.edu/>

Children's Literature

Arnosky, J. (2000). *Crinkleroot's guide to knowing animal habitats*. New York: Aladdin.
Fitzsimons, C., & Hook, A. (1996). *Animal habitats (Hidden worlds)*. Austin, TX: Raintree/Steck Vaughn.
Gibson, D. C. (1999). *Bats and their homes. (Animal habitats)*. New York: Rosen.
Relf, P., & Stevenson, N. W. (1995). *The Magic School Bus hops home: A book about animal habitats*. New York: Scholastic.
Seifert, P., & Doherty, P. (1995). *Exploring tree habitats (Exploring habitats)*. New York: Mondo.
Williams, S., & Vivas, J. (1992). *I Went Walking*. San Diego, CA: Harcourt Brace.