



Short Activity
Ages 5–10
10–20 minutes

Extremely Gross Animal Creator

Description

Participants create a new animal by incorporating elements determined by three rolls of dice

Number of Participants

For any number of participants

Space Considerations

An indoor space where participants can be seated to complete a worksheet

Competencies

- Creative and imaginative thinking
- Organization and planning
- Understanding and appreciation of animals

Materials

- Dice (can be shared among participants) or printable dice
- Printouts of the Dice Roll Master Sheet
- Printouts of the Extremely Gross Animal Creator worksheets
- Pencils
- Erasers
- Crayons, pencil crayons, or markers
- Screen (optional)
- Scissors (staff use only) and tape, if using printable dice

Implementation

1. Distribute copies of the Dice Roll Master Sheet around the room, or display it on a screen at the front of the room so all participants can see it clearly. It's not necessary for all participants to have their own copy of this sheet; it can be shared among groups of participants

2. Distribute dice. It's not necessary for all participants to have their own dice as participants can share
3. Distribute one copy of the Extremely Gross Animal Creator worksheet to all participants, along with pencils, erasers, and colouring instruments
4. Each participant rolls the dice three times and matches their dice roll with the characteristic they must include in their animal. They can record these three characteristics directly on their Extremely Gross Animal Creator worksheet
5. Participants plan and then draw a new creature in the empty box on their worksheet, incorporating the characteristics determined by their dice rolls. Aside from the characteristics, participants can include any other elements in order to complete their creatures
6. Participants fill in the rest of their worksheets by answering the prompting questions

Accessibility Considerations

- Use large dice or the printable dice
- Instead of using dice, kids can dictate three numbers between 1 and 6 to staff without seeing the Dice Roll Master Sheet, in order to determine the characteristics they must include in their drawing
- The worksheets contain large font
- Offer kids a variety of instruments to draw and colour their image, and encourage them to choose what they feel most comfortable with
- Allow kids to work in pairs or small teams if desired

Book Suggestions

Big as a Giant Snail: Discovering the World's Most Gigantic Animals by Jess Keating and David DeGrand

Extremely Gross Animals: Stinky, Slimy and Strange Animal Adaptations by Claire Eamer

Set Your Alarm, Sloth!: More Advice for Troubled Animals from Dr. Glider by Jess Keating and Pete Oswald

Wow in the Wild: The Amazing World of Animals by Mindy Thomas, Guy Raz, and Jack Teagle

Download Links

Full Activity PDF

[Dice Roll Master Sheet](#)

[Extremely Gross Animal Creator Worksheet](#)

[Printable Dice Template](#)