

Visiting the Estuarium

For the Teacher of Grades K-2

Before your visit:

1. First-timers:

Teachers may want to preview the Estuarium before bringing students. Contact our scheduling coordinator at (251) 861-2141 x7511 or schoolvisit@disl.org for more information or a free teacher's pass.

2. Student Activities:

- Discuss with your class the term habitat and the importance of each component of a habitat (food, water, shelter and space).
- Discuss estuaries.
- Introduce your students to the diversity of ocean life.
- Discuss how animals get their food, move and protect themselves.
- Cut out a variety of generalized body shapes of sea plants and animals. Have your students compare and contrast the various shapes in the oceans.

3. Student Vocabulary: discuss the following terms.

invertebrate vertebrate reptile fins gills invasive species

antenna

4. Handouts:

Make copies of the attached activity for your students to complete while visiting the Estuarium.

During your visit:

Complete handout.

After Your Visit:

1. Review the diversity of marine life.
2. Encourage your students to participate in a community or school project. Projects could include making a wildlife area at your school, recycling cans, or picking up litter.



K-2 AL Course of Study Objectives addressed at the Estuarium

Science

- K 6.) Compare size, shape, structure, and basic needs of living things.
- Identifying similarities of offspring and their parents
- 7.) Classify objects using the five senses.
- Grouping objects according to color, shape, size, sound, taste, smell, texture, and temperature
- 8.) Identify features of Earth as landmasses or bodies of water.
- 1 1.) Select appropriate tools and technological resources needed to gather, analyze, and interpret data.
- Examples: platform balances, hand lenses, computers, maps, graphs, journals
- 2.) Identify basic properties of objects.
- Examples: size, shape, color, texture
- 4.) Describe survival traits of living things, including color, shape, size, texture, and covering.
- Classifying plants and animals according to physical traits
 - Identifying developmental stages of plants and animals
 - Describing a variety of habitats and natural homes of animals
- 6.) Recognize evidence of animals that no longer exist.
- 7.) Identify components of Earth's surface, including soil, rocks, and water.
- 9.) Identify ways to conserve Earth's resources.
- Example: turning off lights and water when not in use
- 10.) Describe uses of recycled materials.
- 2 6.) Identify characteristics of animals, including behavior, size, and body covering
- Comparing existing animals to extinct animals
- Examples: iguana to stegosaurus, elephant to woolly mammoth
- Identifying migration and hibernation as survival strategies
- 7.) Identify geological features as mountains, valleys, plains, deserts, lakes, rivers, and oceans.
- Identifying local landforms and bodies of water
 - Identifying components of soil, including sand, clay, and silt
- 8.) Identify evidence of erosion and weathering of rocks.

At the Estuarium

K -2nd Grade Activity Answer Sheet

The titles of panels where answers are found are in italics.

Answers are in bold.

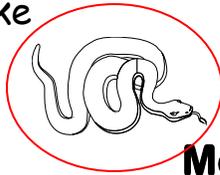
K-2nd Grade Activity

Name: _____

Before the Delta

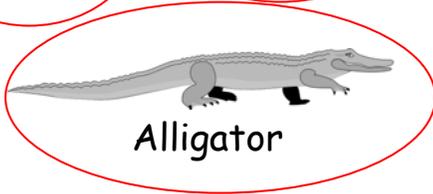
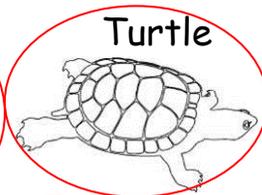
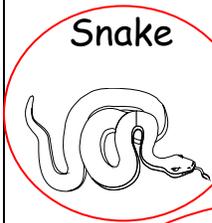
What is the big animal hanging in the entry? a mosasaur

Is it more like _____ or _____ Circle your answer.

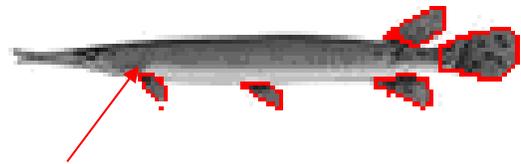


Mobile Delta Gallery

In the freshwater habitat of the Mobile Delta, you might find these *reptiles*. Circle the ones you see.



Observe the gar in the *Mobile Delta tank*. Draw 4 fins on the fish below:



Draw an arrow to the *gills*.

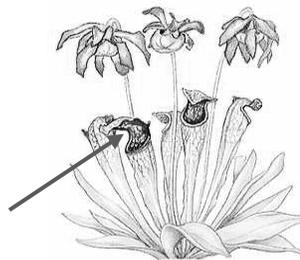
What do gills do?
Circle your answer below.

Help the fish swim.

Help the fish breathe.

What is this part of the pitcher plant for? Circle your answer. *Bog Plants (D12)*

Trapping bugs



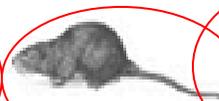
Shading the plant

Circle all of the *invasive* animals that are found in the Mobile Delta.

Alien Species (D12)



Fire Ant



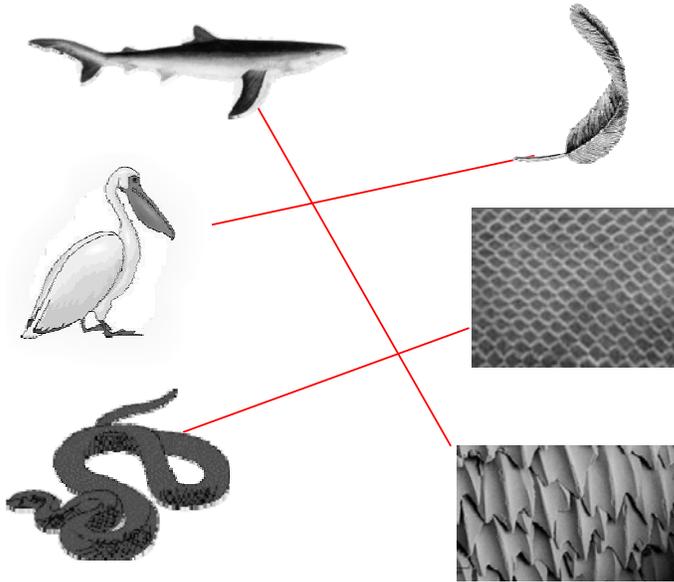
Nutria



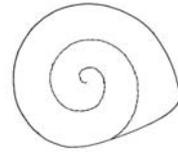
Zebra Mussel

Mobile Bay Gallery

Draw lines from each animal to its body covering. Visit the *touch table* for help.



Draw a snail shell and a clam shell. Visit the *touch table*



snail shell

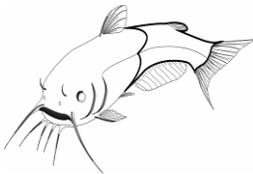


clam shell

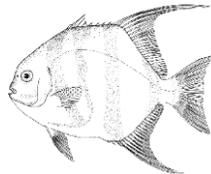
Circle the one that is more like an oyster shell.

Look in the large *Mobile Bay tank*. Put an X on the fish *not* found in this tank.

Catfish

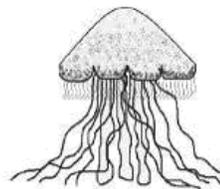


Spade fish



Marlin

Which is a fish? Circle the fish. Put a line under the animal that has bones.



Barrier Island Gallery

Look in the Maritime Forest tank. What animal does not have legs?
Circle your answer.

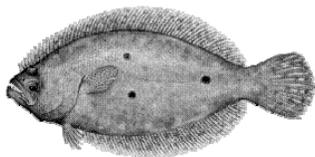
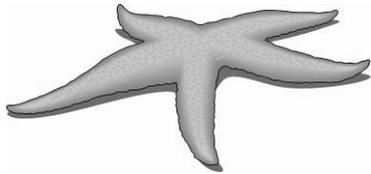
a lizard

a frog

a snake

In the *Surf Zone tank*
what animal is hiding in the
sand? Draw your answer
below.

seastar



flounder

Let's Go Fish

Catch a fish, then match
it to the one on the wall.

Is it big enough to
keep?

Answers will vary.

yes

no

Billy Goat Hole Gallery

Come and explore the Discovery Ship. Circle all the things you touch.

Answers will vary.



oyster shell



skate egg case



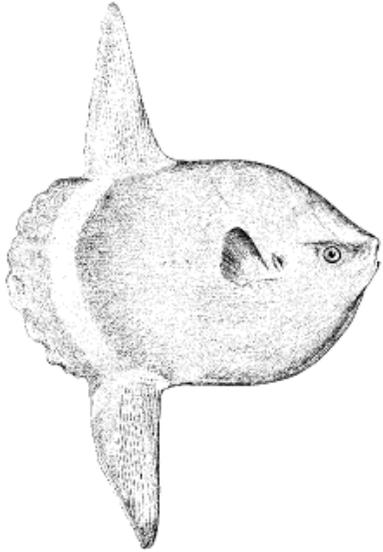
seahorse



sponge

Gulf of Mexico Gallery

Draw the *Mola mola*. It is the big fish hanging above the Gulf of Mexico tank.



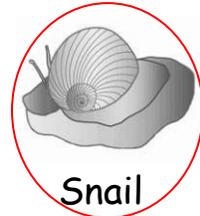
Some animals use antennae for sensing. Circle the animals with antennae.



Which animal made its shell? Circle the answer.



Hermit Crab



Snail

Look at the blue wall with oil spill pictures. Find the picture of 2 boats. What are they doing?

cleaning up oil

catching animals to save them from the oil

What was this helmet used for?



exploring space

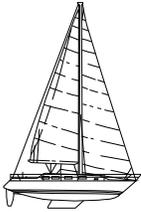
exploring the ocean

Circle your answer.

The Living Marsh Boardwalk

Circle the things you see while on the boardwalk.

Answers will vary.



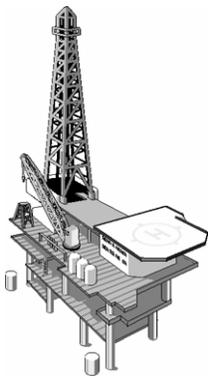
Sail Boat



Fishing Boat



Shrimp Boat



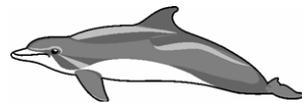
Gas Rig



Cargo Ship



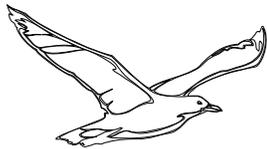
Ferry



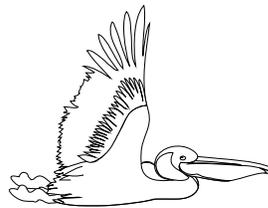
Bottle-nose Dolphin



Great Blue
Heron



Sea Gull



Pelican



Egret

Invertebrate Trail

In the space below, make a rubbing of your favorite invertebrate from the Invertebrate Trail.