

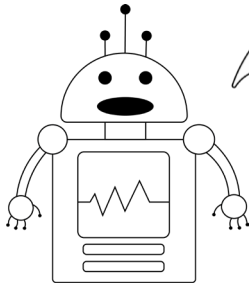
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## Code an Animal

This activity was created by Victoria

Let's teach Esiw about the animals that live on Earth! Every type of animal has different characteristics and different requirements to survive in its environment. In this activity you will learn to code the animals below by matching up their characteristics, helping Esiw to learn about animals.

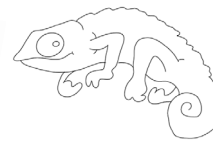
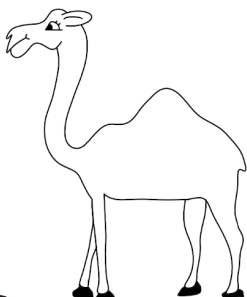
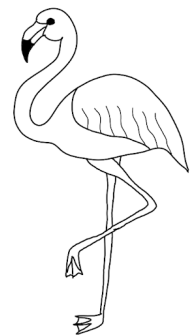
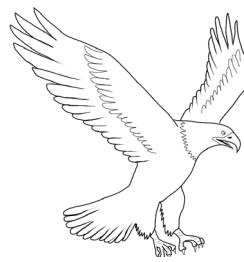
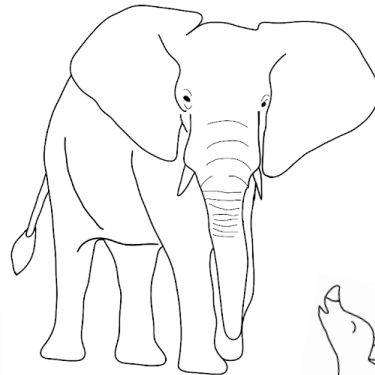
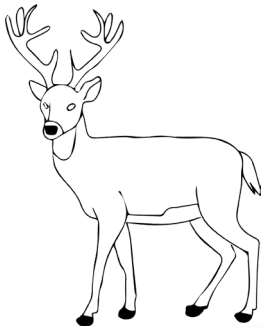


Hi! I'm Esiw. Computers like me need to be given information, or "**data**", in order to function. Often this data is stored in a "**data set**". You can think of a data set as a collection of organized information. Please help me complete my data sets for each of these animals!

Choose one (or more) of the animals below and help Esiw complete a data set for each one by filling in the animal's name, habitat, eater type, favourite food, adaptation, and fun fact! You can find all the possible options for each category on the next page.

### DATA SET:

<input type="text"/>	<input type="text"/>	<input type="text"/>
ANIMAL NAME	EATER TYPE	FAVOURITE FOOD
<input type="text"/>	<input type="text"/>	<input type="text"/>
HABITAT	ADAPTATIONS	FUN FACT



Date: \_\_\_\_\_

Name: \_\_\_\_\_

**ANIMAL NAME**

- King Penguin
- Flamingo
- Elephant
- Alligator
- Camel
- Deer
- Bald Eagle
- Chameleon
- Grey Wolf

**ADAPTATION**

- fast runner
- talons to catch prey
- flaps ears to cool down
- long tail for swimming
- long tongue to catch insects
- long legs to walk in deep water
- can handle cold AND hot climate
- skin pockets for incubating eggs
- two toes for walking on sand

**EATER TYPE**

- carnivore
- omnivore
- herbivore

**FAVOURITE FOOD**

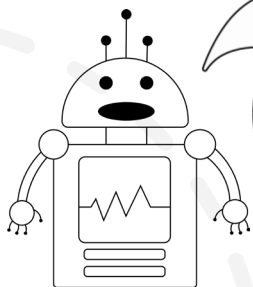
- crickets & roaches
- deer & moose
- fish & birds
- fish & rabbits
- lantern fish & krill
- worms & algae
- shrubs & grass
- twigs & stems
- leaves & fruits

**HABITAT**

- forest
- tropical
- desert
- wetland / swamp
- polar

**FUN FACT**

- can jump the length of a school bus
- can live up to 6 months without water
- has approximately 7,000 feathers
- howls to communicate with others
- cuddles during blizzards to keep warm
- can regrow lost teeth up to 50 times
- changes colour based on temperature and light
- sleeps standing on one leg
- likes to swim, using trunk as a snorkel



In coding, a **variable** is like a labelled box. The box might be labelled “animal name” or “eater type”. Your job on the previous page is to fill the box with something that fits the label! Above me, you can see all the possible **instances** of each variable. An instance is like one of the options for the variable. For example, “animal name” is a variable, and “elephant” is an instance of that variable.

Date: \_\_\_\_\_

Name: \_\_\_\_\_

<input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	<input type="text"/>
HABITAT	ADAPTATIONS	FUN FACT

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