



# Unit Planning Suggestions

	Activities that may be grouped by thematic units (listed by grade range)			
	LE (K–2)	UE (3–5)	MS (6–8)	HS (9–12)
Adaptations	<p>Animal Charades; Ants on a Twig; Busy Bees, Busy Blooms; Color Crazy; Graphanimal; Insect Inspection; My Kingdom for a Shelter; Seed Need; Surprise Terrarium; Thicket Game; What Bear Goes Where?; What You Wear Is What They Were</p>	<p>Adaptation Artistry; Animal Charades; Bat Blitz; Busy Bees, Busy Blooms; Color Crazy; HabiCache; Keeping Cool; Monarch Marathon; MuskoX Maneuvers; My Kingdom for a Shelter; Owl Pellets; Quick-Frozen Critters; Thicket Game; Seed Need; Tracks!; What Bear Goes Where?; What You Wear Is What They Were; Which Niche?</p>	<p>A Home Away from Home; Adaptation Artistry; Bat Blitz; Bottleneck Genes; Ecosystem Architects; HabiCache; Here Today, Gone Tomorrow; Interview a Spider; Monarch Marathon; MuskoX Maneuvers; My Kingdom for a Shelter; Owl Pellets; Quick-Frozen Critters; Raindrops and Ranges; Tracks!; Water Mileage; What You Wear Is What They Were; Which Niche?; World Travelers</p>	<p>Birds of Prey; Bottleneck Genes; Deer Dilemma; Ecosystem Architects; Here Today, Gone Tomorrow; Raindrops and Ranges; Turkey Tallies; Water Mileage; World Travelers</p>
Biodiversity	<p>Animal Charades; Graphanimal; What's Wild?</p>	<p>Adaptation Artistry; Animal Charades; Environmental Barometer; Time Lapse; Tracks!; Trophic Transfer; What's Wild?</p>	<p>Adaptation Artistry; Bird Song Survey; Bottleneck Genes; Eco-Enrichers; Ecosystem Architects; Environmental Barometer; Here Today, Gone Tomorrow; Raindrops and Ranges; Sustainability: Then, Now, Later; Time Lapse; To Zone or Not to Zone; Trophic Transfer; Tracks!; World Travelers</p>	<p>Back from the Brink; Bird Song Survey; Bottleneck Genes; Eco-Enrichers; Ecosystem Architects; Environmental Barometer; Fire Ecologies; Here Today, Gone Tomorrow; Raindrops and Ranges; Sustainability: Then, Now, Later; To Zone or Not to Zone; World Travelers</p>
Changing Land; Changing Climate	<p>Graphanimal; Surprise Terrarium; What Bear Goes Where?</p>	<p>Bat Blitz; Environmental Barometer; Forest in a Jar; Habitat Circles; Habitat Heroes; Keeping Cool; Let's Talk Turkey; Lights Out!; Limiting Factors: How Many Bears?; Monarch Marathon; MuskoX Maneuvers; Oh Deer!; Smokey Bear Said What?; Time Lapse</p>	<p>A Dire Diet; A Picture Is Worth a Thousand Words; Bat Blitz; Bottleneck Genes; Changing the Land; Checks and Balances; Eco-Enrichers; Ecosystem Architects; Environmental Barometer; Food Footprint; Forest in a Jar; Habitat Circles; Habitat Heroes; Migration Barriers; Here Today, Gone Tomorrow; Let's Talk Turkey; Lights Out!; Limiting Factors: How Many Bears?; Monarch Marathon; MuskoX Maneuvers; Oh Deer!; Phenology at Play; The Power of Planning; Raindrops and Ranges; Smokey Bear Said What? Sustainability: Then, Now, Later; Time Lapse; To Zone or Not to Zone; Water Mileage; World Travelers</p>	<p>A Picture Is Worth a Thousand Words; Back from the Brink; Birds of Prey; Bottleneck Genes; Carrying Capacity; Eco-Enrichers; Ecosystem Architects; Environmental Barometer; Fire Ecologies; Food Footprint; Forest in a Jar; Habitat Heroes; Here Today, Gone Tomorrow; Lights Out!; Migration Barriers; Oh Deer!; Phenology at Play; The Power of Planning; Raindrops and Ranges; To Zone or Not to Zone; Turkey Tallies; Water Mileage; World Travelers</p>



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		LE (K–2)	UE (3–5)	MS (6–8)	HS (9–12)
Ecosystems		Ants on a Twig; Busy Bees, Busy Blooms; Graphanimal; Insect Inspection; My Kingdom for a Shelter; Seed Need; Surprise Terrarium; What Bear Goes Where?; What's That, Habitat?	Busy Bees, Busy Blooms; Career Critters; Environmental Barometer; Forest in a Jar; Good Buddies; Graphanimal; HabiCache; Habitat Circles; Habitat Heroes; Interview a Spider; Limiting Factors: How Many Bears?; Map that Habitat; Muskox Maneuvers; My Kingdom for a Shelter; No Water off a Duck's Back; Oh Deer!; Owl Pellets; Quick-Frozen Critters; Seed Need; Smokey Bear Said What?; Thicket Game; Time Lapse; Trophic Transfer; Urban Nature Search; Water Mileage; What Bear Goes Where?; What's That, Habitat?; Which Niche?	A Dire Diet; A Home Away from Home; Bottleneck Genes; Career Critters; Carrying Capacity; Changing the Land; Checks and Balances; Ecosystem Architects; Environmental Barometer; Food Footprint; Forest in a Jar; Good Buddies; HabiCache; Habitat Circles; Habitat Heroes; Here Today, Gone Tomorrow; Limiting Factors: How Many Bears?; Map that Habitat; Migration Barriers; Muskox Maneuvers; My Kingdom for a Shelter; No Water off a Duck's Back; Oh Deer!; Owl Pellets; Phenology at Play; Quick-Frozen Critters; Raindrops and Ranges; Smokey Bear Said What?; Time Lapse; To Zone or Not to Zone; Trophic Transfer; Urban Nature Search; Water Mileage; Which Niche?; World Travelers	Back from the Brink; Bird Song Survey; Birds of Prey; Bottleneck Genes; Carrying Capacity; Deer Dilemma; Dropping in on Deer; Ecosystem Architects; Environmental Barometer; Fire Ecologies; Food Footprint; Habitat Heroes; Here Today, Gone Tomorrow; Migration Barriers; Oh Deer!; Phenology at Play; Raindrops and Ranges; To Zone or Not to Zone; Turkey Trouble; World Travelers
		Ants on a Twig; Environmental Barometer; Graphanimal; Insect Inspection; Keeping Cool; Learning to Look, Looking to See; Seed Need; Thicket Game	Animal Poetry; Environmental Barometer; HabiCache; Habitat Heroes; Keeping Cool; Learning to Look, Looking to See; Lights Out!; Map That Habitat; Nature in Art; Seed Need; Thicket Game; Tracks!; Urban Nature Search; Which Niche?; Wild Words	Animal Poetry; Bird Song Survey; Eco-Enrichers; Environmental Barometer; HabiCache; Habitat Heroes; Lights Out!; Map That Habitat; Nature in Art; Tracks!; Urban Nature Search; Which Niche?; Wild Words; World Travelers	Bird Song Survey; Dropping in on Deer; Eco-Enrichers; Environmental Barometer; Fire Ecologies; Habitat Heroes; Lights Out!; Wild Words; World Travelers
Investigations					

