

Animal Engineers

Grade Range: 1st-2nd

Program Length: 1 hour per session, 6 sessions

Capacity: 20 students

Price: \$ 180members/\$225 non-members

Please contact us for pricing for groups of 10+

Start Times: 3:00pm

Learning Objectives:

- Identify ways animals are able to build and change their habitats.
- Describe ways that human scientists and engineers take inspiration from animals.

Description:

Calling all engineers! The animal kingdom is full of architects and engineers that can change their habitats! Learning more about how animals impact the environment can inspire human invention too. In this series, we will meet some of the animal engineers living in our parks and complete hands-on engineering challenges like designing our own animal habitats!

Skills Practiced:

- Engage in hands-on STEM challenges related to animals and conservation.
- Engage in scientific inquiry by asking questions and testing hypotheses.

Program Highlights:

- Practice scientific inquiry skills by learning about real animal engineers as well as ways humans are inspired by animals and nature.
- Virtually visit animals from all 5 of WCS's parks: Bronx Zoo, Prospect Park Zoo, Queens Zoo, Central Park Zoo, and the New York Aquarium.

Key Words:

Engineering, Hands-on, Scientists, Animals

Educational Standards:

Next Generation Science Standards:

1-LS1-1: Structures and Behaviors in Living Things

2-LS4-1: Properties and Patterns of Water

1-ESS1-2: Planning and Carrying Out Investigations