

Living Organism Speed Dating Assignment

You have been given or chosen a specific living organism that you will represent during our *SPEED DATING GAME*. You will be required to research more details about your specific organism so that you are prepared for the game. During the date you will meet 3 other living organisms where you will share information that makes you “attractive” as an organism. When your dates are over you will fill out the “Living Organism Date Match page”.

Before your date:

1. You should organize your answers to the following questions on cue cards given out in class.
 - a) **Classification**- What kingdom does it belong to?
 - b) **Ecosystem**- Create a picture/model of your living organism. What does your organism look like and where does it live?
 - c) **3 Adaptations**- of your living organism (special features or behaviours that help a living thing survive in its habitat (e.g. webbed feet, fur, camouflage)
 - d) **Common characteristics**- it shares with other animals in its class (e.g. identify whether it is a bird, fish, reptile, amphibian or mammal and list their characteristics)
 - e) **Human Activity**: How does human activity impact on the survival of your living organism?
 - f) **Your own choice**- Choose another aspect of your animal to research (e.g. position in a food chain, what it eats, anatomy, other interesting facts, etc.)
2. You should make up a name to help introduce yourself to your fellow potential living organisms. Be creative.

During the date:

1. Take on the persona of your organism.
2. When you meet with another organism you should:
 - Introduce yourself and shake hands
 - Find out each other’s characteristics. (1 min)
 - Find a connection between the two of you (1 min)
size, warm or cold blooded, vertebrate, carnivore, herbivore, ect.
 - Find out how you may work with this organism

After the date:

You will need to complete the “**Living Organism Date Match**” page which will indicate which organism you choose to be your best match and why. This page will be due the next class.