

STEAM STORY TIME AT HOME: NOCTURNAL ANIMALS!

Suggested Reading

- *Goodnight Owl!* by Pat Hutchins
- *Night Animals* by Giana Marino
- *Opossums* by Emily Green
- *A Book of Sleep* by Il Sung Na
- *Little Owl's Night* by Divya Srinivasan
- *The Very Lonely Firefly* by Eric Carle

Activity 1: Make a firefly

Supplies:

- Empty 16 - 20 oz bottle
- Tape from home
- Firefly body parts- cut out
- 2 pipe cleaners

Prompt:

Fireflies are a type of beetle that is able to make its own light. Fireflies have six legs, a pair of antennae, and three main parts to their bodies: head, thorax, and abdomen. Its abdomen includes a lantern, which is the organ that makes light. A firefly makes light by breathing in air through its abdomen, which then mixes with a chemical in its lantern. The light it makes is called “bioluminescence.”

Now you will make a firefly.

1. Organize all of your pieces so you know where they are: body parts, bottle, and tape.
2. Take the lid off of your empty plastic bottle. The top of the bottle will be the head of your firefly. The bottom of the bottle will be the abdomen. The middle part will be the thorax.
3. Tape the wings to the body. Fireflies have two sets: a protective set on top, and a lighter set on the bottom. Tape them an inch or two below the “shoulder” of your bottle.
4. Tape the legs on: three on each side (remember, insects have six legs!)
5. Tape the red strip above the wings. It is okay if it slightly overlaps the wings. This is the upper part of the thorax.
6. Tape the eyes on the head.
7. Twist the black and white pipe cleaners together. Bend in half and tape onto the head, in between the eyes. A hot glue gun may keep the antenna on more easily, but that is optional.
8. Activate the glow stick and insert into the bottle.

Now you have a firefly!

This craft idea is from teachingmama.org

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Activity 2: Echolocation Tag

Supplies:

- 2 egg shakers (or other noise makers)
- Safe place to play

Prompt:

Bats do not find their food with their eyes. Instead they use echolocation. The bat sends out a high pitch sound. If an insect is near, the sound bounces off the insect and returns to the bat. The bat then knows where to find the insect!

You can play this game with two people. The object of the game is for the bat to find a moth using echolocation. One person will be the bat, and the other person will be the moth. Put a blindfold on the bat. Make sure you are in a safe place so the blindfolded person will not accidentally injure themselves. The “bat” stands in the middle of the room and clicks their clicker. The moth has to reply by shaking their shaker to show that the bat’s sound bounced off of them. The bat then tries to find a moth. The moth is allowed to “fly” (walk) around, and the bat can click their clicker as many times as necessary. When the bat finds a moth, the two switch roles. If you have other shakers, you can add more moths to your game!

Activity 3: Nocturnal vs. Diurnal animal Sort

Supplies:

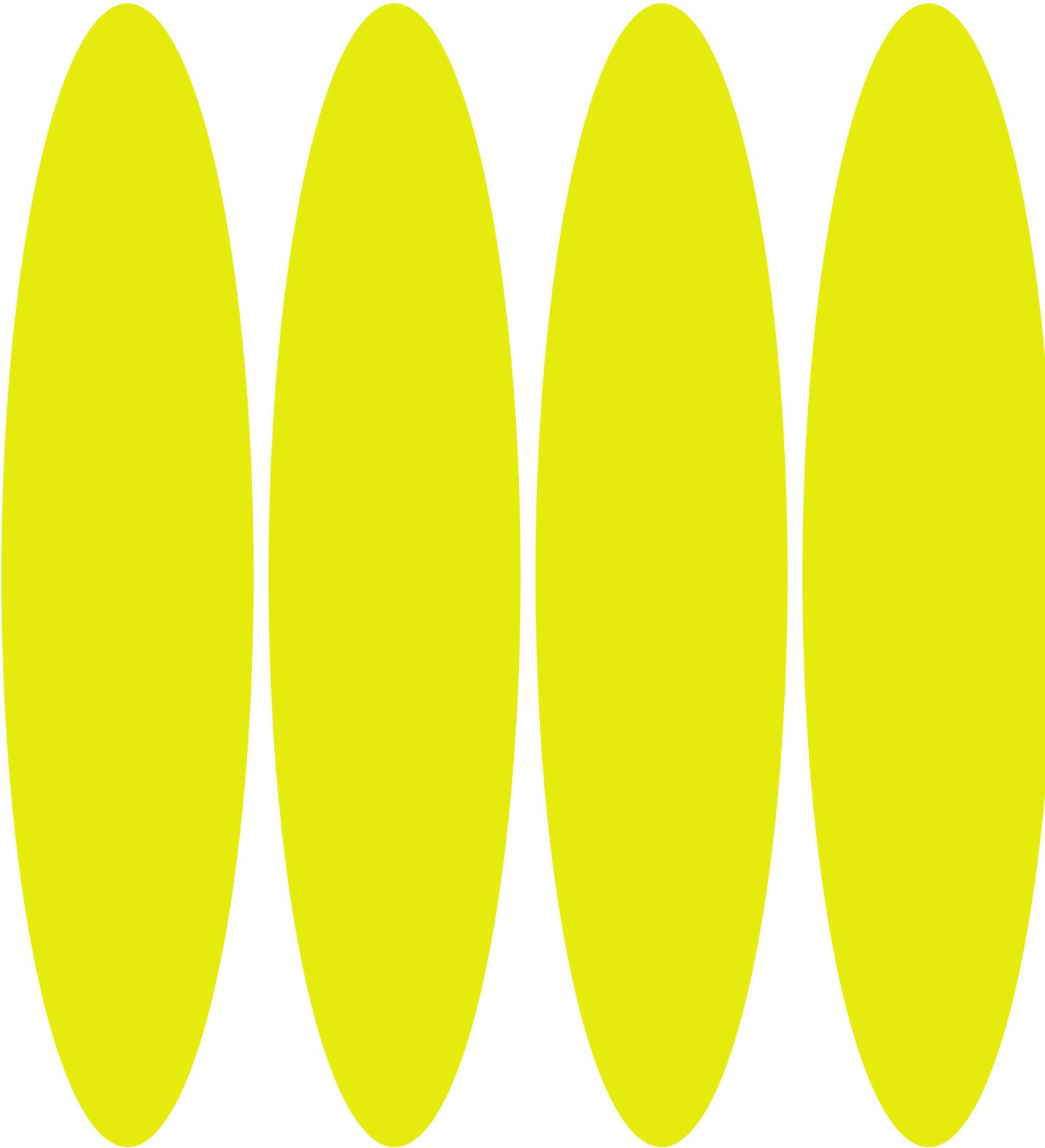
- Animal pictures
- Paper and coloring supplies from home

Prompt:

Nocturnal means that an animal is most active during the night and sleeps during the day. Diurnal means that an animal is most active during the day and sleeps during the night.

First, make a night picture and a day picture. You can use crayons, pencils, markers, paint, collage, or whatever else you want. Create one picture set in the nighttime and create another one set in the daytime. When you have finished your pictures, sort the animals by whether they are nocturnal or diurnal.

Activity 1: Make a firefly (2 sets of wings)



Activity 1: Make a firefly (thorax, legs, eyes)

