



3c Design a sea creature

Amazing creatures live in the sea: dolphins, seals, fish, crabs, octopus, and whales. Here's your chance to design an even more amazing one. Have fun.

First **THINK** and **TALK** about these questions:

Where does your creature live?

Does it live in the middle of the water like a fish, live on the sea floor like a crab, live near the surface like jellyfish? Or does it live in several places like a dolphin which comes to the surface to breathe and swims under the water?

What special features does it need to live there?

Fish need gills to get the oxygen out of the water, crabs have legs to walk about the sea floor, dolphins are streamlined and strong so they can swim easily, jellyfish are made mostly of water to float easily.

What does it eat?

Does it eat seaweed, algae, seals, fish, dolphins, dead things, plankton or shell fish? Plants or animals? Remember it needs to be able to find its food where it lives.

How does it eat its food?

Whole, or in pieces? Does it have teeth like a dolphin, claws like a crab, or can it melt its prey using juices like a starfish?

How does it move?

It needs to be able to easily catch its food remember! Perhaps it swims, crawls, floats, or maybe it does not move at all.

How does it escape being eaten?

Is it camouflaged like a crab, does it change colour like an octopus, does it move very fast like a tuna fish, does it have spikes like a sea urchin, does it have a hard shell like a mussel, does it sting like an anemone? Or does it have another special feature?

Any extra information?

For example, does it move from place to place throughout the year or have one home, does it moult its shell or skin? What is your animal called?

Now you have lots of ideas start to sketch a draft picture of your animal and add labels. Use the example sheet to give you an idea of how to present it. Then start your final version.