SONORAN DESERT ABC'S

Students create alphabet cards that depict life in the Sonoran Desert Region.

ARIZONA SCIENCE Standards SC00-S4C3-01

OBJECTIVES

Students should:
Demonstrate
knowledge of many of the animals and plants they have studied from the Sonoran
Desert Region.
Create card games

• Create card games to share with each other and other classes.

MATERIALS

- blackboard
- 3 x 5 index cards, blank (3 or more for each student)

• sample alphabet cards, made by teacher before the activity

- construction paper
- scrap paper
- pencils
- markers
- crayons
- paints
- scissors
- masking tape

GETTING READY

Prepare the materials as listed in the materials column on the left of this page. Color your sample alphabet cards ahead of time, or create your own during class.

DOING THE ACTIVITY

SETTING THE STAGE

Through the previous activities and visit to the Desert Museum, your students should have a large repertoire of words which represent the plants, animals, and life zones of the Sonoran Desert Region. This activity lets you review what they have seen and learned.

- 1) Ask the students "What did you see at the Desert Museum?" and record their observations on the blackboard. Have them brainstorm a list of everything they can think of that they would find in the Sonoran Desert Region. Tell your students that the class is going to make alphabet cards based on all the exciting discoveries they have made.
- 2) Organize their words alphabetically, and try to come up with something for each letter. For example, A= agave B= bat, boojum C= cactus wren, coyote D= dust, dinosaur bones and so on.

MAKING CARDS

- 1) Show the students the sample cards you made and have them select some of the items on the class list to make into their own alphabet cards. Encourage them to be creative and not limit themselves to your examples.
- 2) Other approaches include making cards into shapes of letters with images inside (using construction paper for cutouts), or filling up a card with representative words beginning with the same letter.

CARD GAMES

- 1) When they finish, ask them to write their names on the back of their cards.
- 2) In small groups or as a whole class, create patterns with the cards. Lay out the example cards and students' cards in patterns so the cards:
 - spell out a name of something in the Sonoran Desert
 - list the entire alphabet
 - depict categories that represent things found in the desert such as plants, animals, geologic features, minerals, native foods, etc.
- 3) You can arrange them on tables or tape them to a bulletin board or chalk board in order. Other ideas for ways to use the cards include:
 - create a new card game
 - collect and trade cards with other participants or other classes
 - create a collage that represents a story of the Sonoran Desert

Things we find in the Sonoran Desert

A = agave

- B = bat, boojum
- C = cactus wren, coyote
- D = dust, dinosaur bones
- E = eIF OWI
- F = Flower, Fishhook cactus

