<table>
<thead>
<tr>
<th>Title:</th>
<th>Specialized for the Sea</th>
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<tbody>
<tr>
<td>Topic:</td>
<td>Structure and Function</td>
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| Standard & Benchmarks: | **Standard 5:** Structure, function, and interdependence – Understand the structure, function, and interdependence of marine organisms.  
**Benchmark:** SC.5.1 Explain how adaptations help animals survive in a marine environment |
| I can statement: | I can explain how marine species have made adaptations to live within their environment. |
| Outcome: | Students will create adaptation game cards. |
| Time Recommended: | 30 minutes for WebQuest  
Out of class activity (or technology lab time) for completion of cards |
| Materials needed: | **Materials** – card template and examples format sheet  
**Skills** – critical thinking, organizing, analyzing, questioning  
**Equipment (beside computer)** – none |
| Vocabulary: | **Abiotic Factor** - none  
**Adaptation** - ho'oliliuwelo  
**Environment** - kaiapuni  
**Evolution** - loli 'ana  
**Marine Zone** - kai  
**Specialization** - nā kuhikuhi pono |
| Options: | Two Truths & One Fib Game: Students will take turns sharing one card at a time. One student will read their card and the other person must guess the “fib.” Repeat until both students share all of their cards. Have students repeat with other students as time permits.  
Option: Card game could be played as whole group “Mix and Freeze” activity, as pairs ask each other to guess the fib, or in groups of 4 using the “round table” active learning structure. |
| Additional Information: | 1. Make sure to model how students are to play Guess the Fib.  
2. Check cards content accuracy before having students play Guess the Fib |