

# SONORAN DESERT ABC'S

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

## ARIZONA SCIENCE STANDARDS SC00-S1C3-01

### OBJECTIVES

Students should:

- Demonstrate knowledge of many of the animals and plants they have studied in the outreach program and supplemental activities.
- 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 the outreach program, 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 plants and animals did the teachers from the Desert Museum talk about and show us?" List their observations on the blackboard. Have them brainstorm a list of everything they can think of that they might 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) Have the students draw the picture of their plant or animal on the card and color it, then write the first letter of the animal or plant on the top of the card.

## 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 = elf owl  
F = flower, fishhook cactus

