

BUTT OR FACE?

BY KARI LAVELLE

EDUCATOR GUIDE

CREATED BY KEISHA REMBERT



Looking for a fun and engaging way to introduce children to the fascinating world of animals? Look no further than this hilarious and educational book that keeps readers guessing. With vivid pictures of unique animals on each page, readers will have to determine whether the picture they're seeing is the face or butt of animals from all around the world. In between giggles and the turn of a page, readers will learn a lot about the animals featured on each page beyond their physical characteristics. If you want to spice up your science curriculum or give students a fun break from the usual routine, this book is sure to be a hit with both adults and children alike.

NOTE TO EDUCATORS

Consider the following as you prepare to introduce *Butt or Face* to Kindergarten through 3rd-grade students.

1. Take some time to preview the book and decide how you will approach potentially sensitive content, such as references to animal anatomy.
2. Above all, remember that young children are naturally curious about the world around them, and *Butt or Face* is a great way to engage their curiosity and spark their interest in animals, science, and geography.

STEM LEARNING OUTCOMES

Science	Technology	Engineering	Math
<ul style="list-style-type: none">• Use observation skills to describe what you see.• Ask questions and make predictions.	<ul style="list-style-type: none">• Use technology such as computers or databases to learn more about unique animals from around the world.	<ul style="list-style-type: none">• Create and test designs for animal adaptations.	<ul style="list-style-type: none">• Graph the animal locations and food sources around the world.



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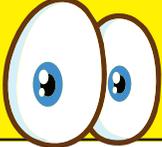
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SEE-THINK-WONDER

For each animal picture, students can complete as a group or individually a "See-Think-Wonder chart." On the chart, students will make: 1) detailed observations, 2) educated guesses about whether the image shows a butt or face, with an explanation of their guess, and 3) after the truth is revealed, a list of additional questions they have about the animal.

SEE 	THINK 	WONDER 
<p>Look closely: Encourage students to examine the picture of the animal carefully and describe as many details as possible.</p>	<p>Make a prediction: Is it a butt or a face? Why do you think that?</p>	<p>What are you wondering about this animal? What else do you want to know?</p>

ANIMAL RESEARCH PROJECT

In pairs or individually, students can choose an animal from the book and research more information about it. They can create a poster or other presentation mode to share with the class.

Directions for students:

1. Choose an animal from the book *Butt or Face* that you are interested in learning more about. Use your wonderings to begin your research.
2. Use books and websites to research your chosen animal. You should try to find information on the animal's appearance, habitat, diet, behavior, and any interesting or unusual facts.
 - a. Books to use: National Geographic Animal Encyclopedia
 - b. Websites to use: [Kids National Geographic](#), [San Diego Zoo Wildlife Explorer](#), [Switch Zoo](#)



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ANIMAL ADAPTATIONS

Discuss the ways different animals have adapted to their environments, such as camouflage or unique body parts. Have children draw their own animal with a special adaptation to their butt or face and explain how it helps the animal survive. This learning activity connects to the engineering and design related to animal adaptation.

Directions for students:

1. Choose an animal that uses camouflage to blend into its environment.
2. Use your animal research to create a design for a camouflage outfit for your chosen animal that would help it blend into its environment.
3. Gather a variety of materials, such as fabric, construction paper, or natural materials like leaves or sticks to create your outfit.
4. Once your designs are completed, test your camouflage outfits. Use Google Earth or other images online to find the animal's habitat and see if your design works in this habitat.
5. Reflect on your design process and evaluate how well your camouflage outfit worked in different environments. Write about what worked well and what didn't, and how you might improve your design in the future.

SIGHT, NOW SOUND

After using observation skills to learn about different animals, students can now develop their own game that focuses on animal sounds. To begin this activity, have students research and learn about the sounds various animals make. Once they have a good understanding of the different sounds, they can create their own animal sound guessing game using *Butt or Face* as a model. For example, students can record themselves mimicking an animal and create two possible sounds—the correct one and an incorrect one. They can then ask their peers to guess the correct sound.

Encourage students to get creative!



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ANIMAL HABITAT DIORAMA

Students can create a diorama of an animal featured in *Butt or Face* and its habitat using materials such as a shoebox, modeling clay, toy bricks (such as Legos), craft foam, pipe cleaners, or natural objects like leaves or rocks. Before students create their own dioramas, create a teacher example or show students examples online or done by previous students.

Directions for students:

1. Start by selecting an animal from the book and its habitat. The habitat can be any environment in which the animal lives, such as a forest, desert, or ocean.
2. Research the animal and its habitat to learn more about the physical characteristics of the environment, the plants and animals that live there and any adaptations that the animal has developed to survive in its habitat.
3. Choose the materials you will use to create your diorama.
4. Draw out a design for your diorama. Think about the layout of the habitat and where you will place the animal within it. You may want to include other animals, plants, and features that are characteristic of the habitat.
5. Create the background for your diorama. This might involve painting or drawing a background, or using construction paper or craft foam to create a three-dimensional environment.
6. Add the plants and animals that live in the habitat.
7. Finally, add the animal that you have chosen to focus on. This could be a toy or figurine, or you could create a model of the animal using craft materials.
8. Display and share it with others. You can add your diorama to the class display of all the different animal habitats that the class has created.

GRAPHING ACTIVITY

At the end of the book, there are more details about the animals' locations and what they eat. Students can take this information and graph it. In a bar graph, students can identify the continents where the fourteen animals live or what the animals eat. They can make further predictions or create additional wonderings around this visual information.



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VIRTUAL FIELD TRIP

Take students on a virtual field trip to learn about other animals, their physical appearance, and their habitats. Here are a list of zoos and animal reserves that offer virtual field trips for students.

1. [The San Diego Zoo](#) offers a virtual field trip program that includes live video chats with zookeepers and behind-the-scenes looks at animal habitats.
2. [The Bronx Zoo](#) in New York City offers virtual field trips that include live video chats with zookeepers, virtual tours of animal habitats, and interactive activities.
3. [The Smithsonian's National Zoo](#) in Washington, D.C. offers virtual field trips that allow students to explore different animal habitats, learn about animal behavior, and talk to zookeepers.
4. [The Melbourne Zoo](#) in Australia offers virtual field trips that include live video chats with zookeepers and behind-the-scenes looks at animal habitats. There are several different options available, including a "Zoo School" program for students.
5. [The Toronto Zoo](#) in Canada offers virtual field trips that allow students to explore different animal habitats, learn about animal behavior, and talk to zookeepers.
6. [The Djuma Private Game Reserve](#) in South Africa offers virtual safaris that allow students to explore the African bush and see animals in their natural habitats. The safaris are led by expert guides and include live video and audio feeds.
7. [Mpala Live](#) is a partnership between the Mpala Research Centre in Kenya and Explore.org. It offers live webcams that allow students to see animals in their natural habitats, including elephants, giraffes, and lions.
8. [The Endangered Wildlife Trust](#) in South Africa offers virtual field trips that include live video feeds of animal habitats and interactive activities.
9. [The Johannesburg Zoo](#) in South Africa offers virtual field trips that include behind-the-scenes looks at animal habitats and educational activities.
10. [The Singapore Zoo](#) offers virtual field trips that allow students to explore different animal habitats and learn about animal behavior. The virtual tours are led by experienced guides and include interactive activities.

