



Animal Remix

What mythical creature will you create?

Creativity Skills Developed					
 Imagination & Originality	 Flexibility	 Decision Making	 Collaboration		
Topic	Age	Participants	Complexity	Duration	Cost & Resources
<ul style="list-style-type: none"> Language & Word Games Science Nature 	<ul style="list-style-type: none"> 6-9 yrs. 10-14 yrs. 	<ul style="list-style-type: none"> Individuals Small groups (2-4 participants) 	<p>Low</p> <p>Children can complete without support from an expert peer or adult</p>	<ul style="list-style-type: none"> Extended (15 min. - 2 hrs.) 	<p>Low</p> <p>Minimal supplies needed, such as paper/pencil</p>

Get Ready...

Use your knowledge of the animal kingdom and your imagination to design your very own mythical animal.

Get Set...

Gather these materials:

- Paper
- Color copies of the animal pictures included here (optional)
- Something to write and illustrate with
- Animal books and magazines full of photos and illustrations (optional)

Go!

Part One: Getting started

There are two ways to get started. Read both descriptions and pick whether you want to start by building a collage or by using your imagination.

Collage Method:

1. Either alone or with a partner, make an Animal Remix by pasting together the front of one animal with the back of another different animal to invent a new, imaginary animal. Use pictures from magazines or photocopies of the animal handouts included here.

Imagination Method:

1. Take a moment to think about the coolest and most amazing animals that you've seen and learned about.
2. Write down the most exciting parts, the best adaptations and the aspects you find most interesting or most beautiful. Need some help to get started? Here are some possible habitats and extra-special animal characteristics that you can use to jump-start your creation. You can use our suggestions or make a list of your own!

Characteristics & Abilities (Some real, others imagined)	Habitats (Some real, others imagined)
Tough, armor-like skin covering	Rocky seashore
Extendable toes	Polar ice cap
Sharp teeth	Redwood forest
Unbreakable shell	Storm cloud
Lightning-fast color change	Desert cactus flower
Suction cup feet	Rainforest floor

Part Two: Adding the details

1. Decide where your animal will live, what it will eat and how it will move. These decisions will help you choose which creature features your animal will need! For example, an animal that lives in the Arctic might need very thick fur or the ability to blow fire to create warmth! Your animal's creature features do not need to be realistic.
2. Describe your creature's special features and why they are cool or important to its survival.
3. Finally, create a name for your animal!

We're Finished! What Now?

- Invent a myth or a fable that tells the story of your animal.
- Imagine what your creature's life is like. What adventures might it have while in its natural habitat? Who or what does it eat? Who eats your animal? Where does it sleep? How does it play? Does it live alone or in a group?
- Gather animal magazines that you can cut up, or print out photos from the web that you can use to make a creature feature collage in order to create a picture of your animal.
- Build a three-dimensional sculpture of your animal with blocks, papier-mâché, glue and fabric...the sky's the limit!

Links to Creativity Research

Creativity often involves combining things in new ways. In fact, the more different things appear in the beginning, the more creativity it takes for us to combine them into something that makes sense. We use associations—a fancy way of describing how we find similarities between things—to create new ideas. Mednick (1968) developed a cool test called the Remote Associates Test (RAT) to measure how far apart ideas were by seeing how easy it is for people to connect them (for some cool neuroscience on this test, see Kounios & Beeman, 2009). For example, what is one word that connects to each of these three words: falling, actor and dust. If you guessed star, then you guessed correctly.

Kounios, J., & Beeman, M. (2009). The aha! moment: The cognitive neuroscience of insight. *Current Directions in Psychological Science*, 18(4), 210-216.

Mednick, S. A. (1968). The Remote Associates Test. *The Journal of Creative Behavior*, 2(3), 213-214.

Source

This activity was contributed by the Center for Childhood Creativity at the Bay Area Discovery Museum.

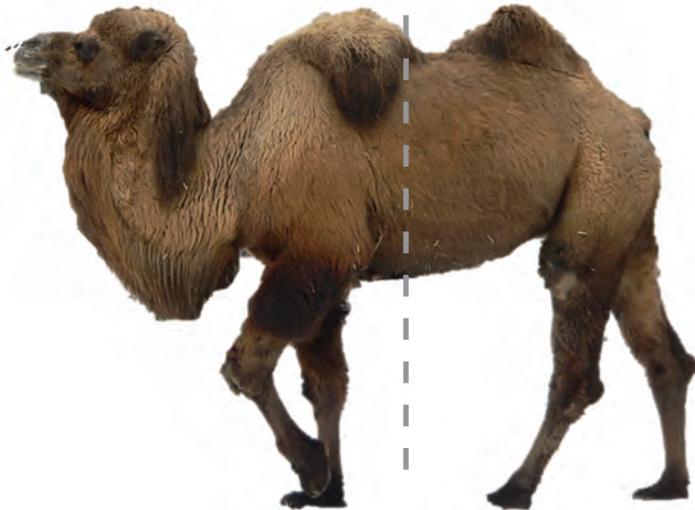
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Animal Remix

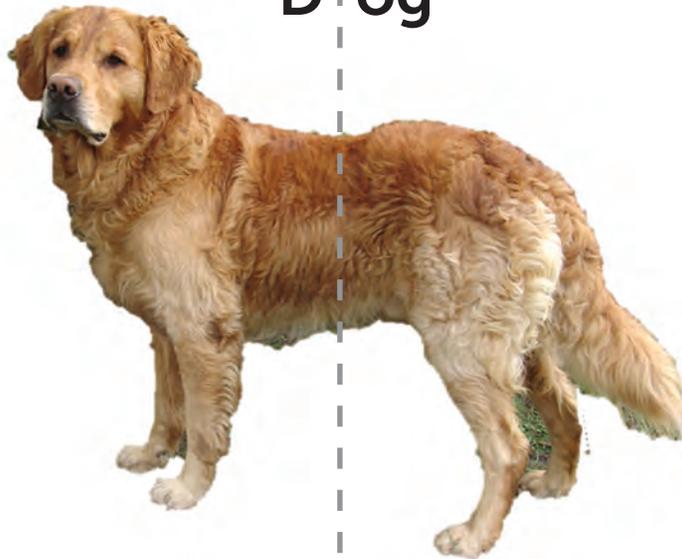
Instructions

1. Cut each of these images along the dotted line.
2. Combine half of one animal with the half of another to come up with a new, combined animal.
3. Use what you know about each animal to describe its new combined features.

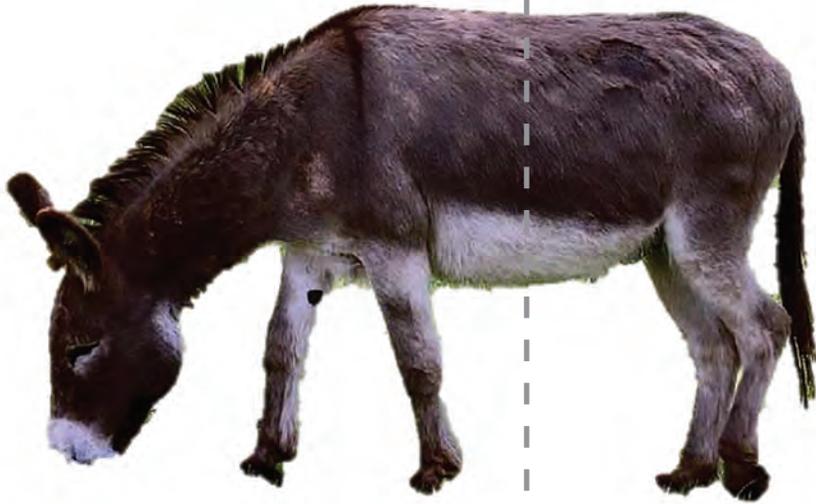
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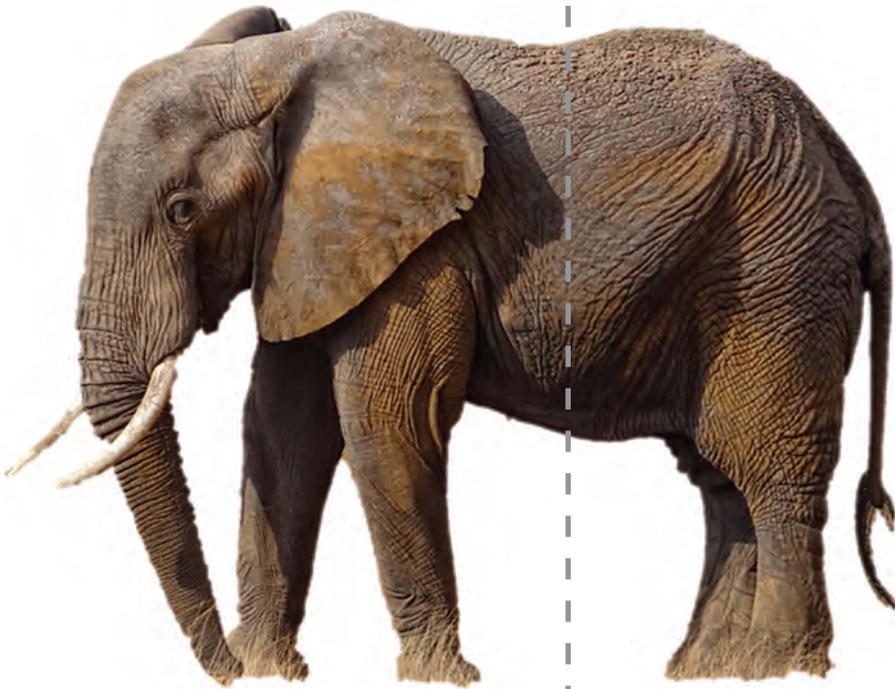
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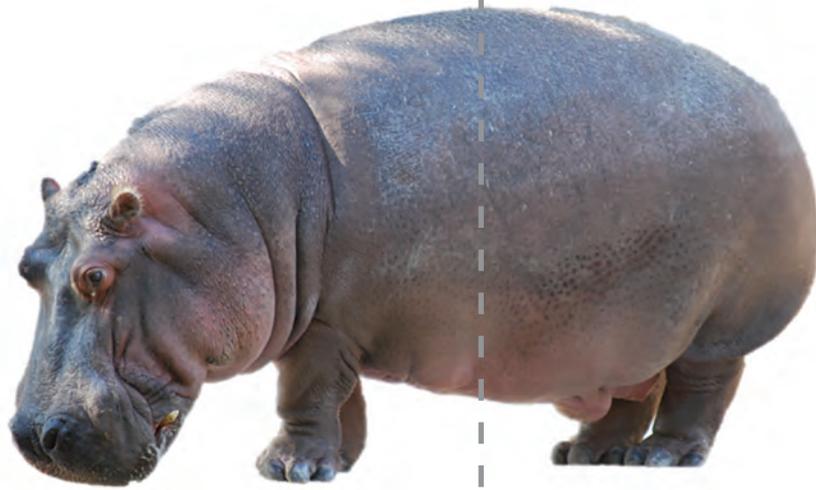
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HIPPOPOTAMUS



POLAR BEAR

