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Classifying Animals: Discover Their World

Main Theme

Delving into animal classification through interactive activities and educational technology.

Learning Objectives

1. Recognize the main characteristics that differentiate vertebrate and invertebrate animals.
2. Classify animals into more specific groups (mammals, birds, reptiles, amphibians, fish, arthropods, etc.).
3. Apply observation and analysis skills to group animals based on their biological characteristics.
4. Integrate digital skills to organize and represent information.

Session Structure

Introduction (10 minutes)

1. **Topic Presentation**:
   - Brief explanation of vertebrates and invertebrates, including subcategories within each group (mammals, birds, etc.).
   - Show a visual presentation or short video about animal diversity.
   - Present the objective: classify different animals based on their characteristics.
2. **Initial Discussion**:
   - Questions to activate prior knowledge:
     - What animals do you know?
     - How do you think they are classified?

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Development (30 minutes)

1. **Main Activity**:
   - **Interactive Classification**:
     - Each group receives images or cards with animals (including familiar and less common ones to stimulate learning).
     - Using educational software (such as Kahoot, Scratch, or interactive PowerPoint) or physically on a board, they classify animals into the given categories.
2. **Using Robotics or Technology**:
   - If programmable robots (such as Bee-Bot or mBot) are available, students program the robot to "carry" each card to the correct classification group.
3. **Group Discussion**:
   - Students justify why they placed each animal in a specific group.

Closure (10 minutes)

1. **Collective Reflection**:
   - Review the created groups and discuss possible errors or doubts.
   - Reflect on how animals from different groups are related.
2. **Mini-Quiz**:
   - A quick review with questions about the animal groups studied during the activity.

Resources and Materials

Physical Resources:

- Cards or images of animals.
- Programmable robots (optional).
- Laminates/scenarios for classification.

Digital Resources:

- Visual presentation or interactive software for group work.

Expected Outcomes

- Students will differentiate between the main animal groups.
- They will understand how animals are organized based on their characteristics.
- They will practice digital skills and teamwork.

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Possible Extensions

1. **Research Project**:
   - Choose an animal group to research and present findings.
2. **Creative Activity**:
   - Design a fictional animal and classify it based on learned characteristics.