



## Rules for designing animals

- An animal that lives in one habitat will die if that habitat is destroyed. The more habitats your animal can live in, the better its chance of survival.
- Animals in cold climates need insulation to keep warm. Fat, or fur, or both, are ideal for this.
- Animals in hot climates will need to store or find water.
- Animals that only eat one food are in danger if that food runs out. Animals that eat a variety of foods are more likely to survive.
- The bigger an animal is, the safer it is from predators.
- Many types of animal started out in water and have moved to the land.

What will animals and plants look like in the future? It is easy to think up weird and wonderful living things. But are they scientific? Could they really live? Could they move, eat, survive and have young?

Answering these three questions before you start will help you to have some great – and scientifically possible – ideas!

### 1 What is the present day ancestor of your creature?

Every animal living today had **ancestors** in the past.  
Future animals will **evolve** from animals on Earth today.

### 2 Where does your creature live?

The **desert**? Dry, almost lifeless. Hot in the day, freezing at night.

A **swamp**? Wet, cool, lots of plants.

The **tundra**? Level, treeless, frozen.

The **savannah**? Open, grassy, hot.

The **ocean**? Wet – and big!

A **plateau**? High, open and flat.

A **rainforest**? Dense, hot, wet, steamy.

**Underground**? Pitch dark and quite cold.

### 3 How can it possibly live there?

How does it **breathe**?

How does it get **around**?

How does it find its way – and its **food**?

What does it **eat**?

What **eats** it?

How does it **reproduce** – have babies?

Finally, what are you going to **name** it?

## **Finally - Beware!**

Living things **evolve**. They don't just sprout wings or legs.

They are **adapted** to where they live. Their shape is suited to how they live.

Very different animals can't have **babies** together. You can't cross an elephant with a penguin!