



WILD KRATTS CREATURE CREATOR
STEM Labs

Facilitator Guide



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Program Overview

Wild Kratts Creature Creator STEM Lab

BIG IDEA

Students explore biomimicry by studying how animals use special adaptations to survive. Students design their own bio-engineered, Wild Kratts inspired creature that solves a real-world problem. Over multiple sessions, they design, build, refine, and communicate their ideas through a fun, digital wildlife documentary.

Biomimicry is using ideas from plants and animals to solve problems. By studying how living things survive, people can invent new tools, buildings, and technology that work better. Example: Velcro was invented after someone noticed how burrs stuck to a dog's fur!

LEARNING GOALS

Students will:

- o Explain how animal adaptations help animals survive in different habitats.
- o Apply biomimicry to design a creature with adaptations that solve real-world survival challenges.
- o Communicate scientific ideas by creating a wildlife-style documentary about their creature.
- o Explore STEM careers that use science, engineering, technology, and creativity to solve problems.

PROGRAM SNAPSHOT

Audience: Grades K–4

Setting: Afterschool Program

Session Length: 60 minutes

Station Time: 20-30 minutes

Structure: Multi-session, rotating stations



FACILITATOR ROLE

In this program, facilitators are guides, not instructors. Your role is to:

- o Encourage creativity and curiosity
- o Ask open-ended questions
- o Support teamwork
- o Keep students engaged and moving between stations



STATION ROTATION MODEL

Station	Design Process Focus	Student Mission
Wild Kratts Research Lab	Brainstorm	Learn about animal adaptations
Reading Station	Brainstorm	Build background knowledge
Strategy Game	Brainstorm	Understand cause & effect
PBS Digital Game	Brainstorm	Apply adaptation ideas
Movement Zone	Brainstorm & Apply	Move and explore how nature inspires new ideas
Creature Lab	Design & Build	Plan and build creature to test model
Wildlife Documentary Studio	Share	Communicate ideas

Facilitator Tips

ENCOURAGE FLEXIBLE EXPLORATION

Students will work at different speeds and have different interests. They may begin at any station, revisit activities, and continue where they left off. The STEM Labs are designed for flexible participation over multiple sessions.

BUILDING BACKGROUND KNOWLEDGE

Allow students plenty of time to explore the Research, Reading, PBS KIDS Digital, and Strategy Game Stations before introducing the Creature Design Lab and Wildlife Documentary Studio. Building background knowledge about animal adaptations and biomimicry helps students create stronger creature designs and documentaries.

FOCUS ON THE PROCESS

There is no single correct solution. Encourage students to ask questions, test ideas, and improve their work over time. Celebrate curiosity, creativity, and problem solving.

ASK OPEN-ENDED QUESTIONS

Instead of giving students answers, encourage them to explain their thinking. Try asking:

- o What problem are you solving?
- o How does it help your creature?
- o What animal inspired this?

That reinforces inquiry-based learning, which is really the instructional philosophy behind the entire STEM Lab.

MEDIA PRODUCTION

Students are encouraged to create a wildlife-style documentary, but they may complete this activity individually or with a partner, depending on time and attendance. Keep in mind student privacy considerations should you want to share videos publicly.

USING AI RESPONSIBLY

AI is used only to create habitat backgrounds for student documentaries. Students provide the ideas, write the prompts, evaluate the results, and tell the scientific story. AI supports creativity, but students remain the creators and decision makers.

TECHNOLOGY TIPS

Have iPads or tablets ready before students arrive by ensuring they are charged and opening the appropriate apps or websites. Encourage students to use technology as a learning tool and stay focused on the assigned activity.

BRAINSTORM PHASE: Wild Kratts Research Lab

BIG IDEA:

Animals have special features called **adaptations** that help them survive. Engineers study nature to solve problems.

GUIDING QUESTION:

How could humans use nature to solve a survival problem?

CAREER CONNECTIONS:

Wildlife Biologist, Zoologist, Conservation Scientist, Veterinarian

MATERIALS

1. iPads or tablets
2. Headphones (optional)
3. Resource links to pre-selected Wild Kratts video clips

STUDENT DIRECTIONS:

Become a Wildlife Biologist!

1. Learn about animals by watching Wild Kratts videos and other PBS related videos from the approved playlist.



[wosu.org/p/playlist/wk1](https://www.wosu.org/p/playlist/wk1)

2. Identify animal adaptations.
3. Record or discuss ideas.

Facilitator Prompts

- o What does this animal do really well?
- o How does it survive in its environment?
- o How could humans use this idea?

Extension Challenge

After watching a clip, ask students:

1. If you could combine one adaptation from this animal with another adaptation from a different species, what kind of creature would you create and why?

This challenge helps students begin thinking like biomimicry engineers and prepares them for the Creature Design Lab.

BRAINSTORM PHASE: Reading Station

BIG IDEA:

Biomimicry is the process of using ideas from nature to solve problems.

GUIDING QUESTION:

How do animals adapt to the places they live?

CAREER CONNECTIONS:

Science Writer, Environmental Educator,
Research Scientist

MATERIALS

1. Books

STUDENT DIRECTIONS:

Read Like a Scientist!

1. Read independently or with a partner.
2. Identify interesting adaptations.
3. Share ideas.

Facilitator Prompts

- o What makes this animal special?
- o What problem is the animal solving?
- o How could this inspire your creature?

Extension Challenge

Find an adaptation from a book that could improve your creature design.

BRAINSTORM PHASE: Strategy Game Station

BIG IDEA:

Scientists study **cause and effect** to understand systems and make predictions.

GUIDING QUESTION:

What animal traits could inspire your creature's adaptation?

CAREER CONNECTION:

Ecologist, Environmental Planner, Data Analyst

MATERIALS

1. Guess In 10 Animal Planet Card Game

STUDENT DIRECTIONS:

Play, Think, and Explore like an Ecologist!

1. Play the strategy card game.
2. Observe animal habitats and interactions.
3. Discuss strategies.

Facilitator Prompts

- o What strategy did you use to gain more animal cards?
- o What new animal facts did you learn?

Extension Challenge

Create your own buzz word for an animal card.

BRAINSTORM PHASE: PBS Digital Game

BIG IDEA:

Animals use adaptations like a superpower to survive in their environments.

GUIDING QUESTION:

What animal superpower inspires your creature?

CAREER CONNECTIONS:

Game Designer, Software Developer, User Experience Designer

MATERIALS

1. iPad or Tablet with approved Wild Kratts PBS KIDS games
2. Headphones (optional)

STUDENT DIRECTIONS:

Explore Through Digital Play!

1. Play PBS Wild Kratts games.
2. Observe animal traits and adaptations.
3. Collect ideas to use while creating creatures.

Facilitator Prompts

- o What makes this animal special?
- o How could we use this super power in a new creature?

Extension Challenge

Identify one adaptation from the game and add it to your creature design.

BRAINSTORM PHASE: Movement Zone

BIG IDEA:

Engineers study animal adaptations and apply them to solve problems in new ways.

GUIDING QUESTION:

How can we move and act out these animal adaptations together to meet new challenges?

CAREER CONNECTIONS:

Park Naturalist, Ecologist, Outdoor Educator

MOVEMENT ACTIVITIES:

Need a movement break? These activities reinforce the STEM concepts introduced in the Wild Kratts Creature Creator STEM Labs while giving students an opportunity to move, collaborate, and have fun outdoors.

Activity 1: Adaptation Challenge

Materials: Adaptation Cards

Invite students to draw an adaptation card and act out how an animal uses that adaptation to survive (hop like a kangaroo, waddle like a penguin, slither like a snake, soar like an eagle, climb like a gecko).

After each round, ask: How did that adaptation help the animal survive? What other animals use a similar adaptation?

Activity 2: Habitat Hop

Materials: Habitat Signs

Place habitat signs around the play area (Forest, Desert, Aquatic, Polar, Grassland). Call out an animal or adaptation. Students move to the habitat where they think it belongs. After each round, discuss why the habitat is a good match and how the animal's adaptations help it survive there.

Activity 3: Biomimicry Builders

Materials: Plastic Egg

Present students with a simple challenge and ask them to solve it by thinking like an engineer inspired by nature.

Possible Challenge ideas:

- o Move across the playground without touching the grass.
- o Build a quick shelter using playground equipment or natural materials.
- o Protect an "egg" while moving from one side of the playground to the other.
- o Reach for food without touching the ground.

Facilitator Prompts

- o What solution did you create?
- o What animal inspired your idea?

Extension Challenge

Create your own movement challenge inspired by an animal adaptation. Challenge a classmate to solve it using biomimicry!

DESIGN AND BUILD PHASE: Creature Lab

BIG IDEA:

Engineers plan and build models to test their ideas.

GUIDING QUESTION:

What adaptation will help your creature survive in its habitat?

CAREER CONNECTIONS:

Biomimicry Engineer, Product Designer, Environmental Engineer

MATERIALS

1. Adaptation Cards
2. Habitat Cards
3. Creature Trading Cards.
4. Design Process Placemat
5. Craft supplies (paper, glue, scissors, markers, etc.)

STUDENT DIRECTIONS:

Design a Creature That Can Survive!

1. Choose a habitat card.
2. Choose an adaptation card.
3. Use the design process to plan and sketch the creature design on a Creature Trading Card.
4. Build a creature.
5. Explain how it survives.

Facilitator Prompts

- o What part are you most proud of?
- o What would you improve?

Extension Challenge

Create a second version of your creature for a different habitat.

SHARE PHASE: Wildlife Documentary Studio

BIG IDEA:

Scientists and engineers share their ideas to solve problems and inspire others.

GUIDING QUESTION:

What problem is your creature solving to survive in its habitat?

CAREER CONNECTIONS:

Filmmaker, Animator, Wildlife Photographer, Media Producer

MATERIALS

1. Creature Models
2. Creature Trading Cards
3. Green Screen Studio (green construction paper, tape, file folder)
4. iPad/tablet with AI imaging software (Canva)
5. Design Process Placemat

STUDENT DIRECTIONS

Become a Wildlife Filmmaker!

Step 1: Take pictures of your Creature Model with iPad/tablet camera

1. Assign partner pairs.
2. Stage your creature in the green screen production studio and use the iPad/tablet camera to take two or three photos of your creature.
3. Check the Photos app on iPad/tablet to make sure the photos were saved.

Step 2: Record Documentary/Using Canva App

CANVA TUTORIAL

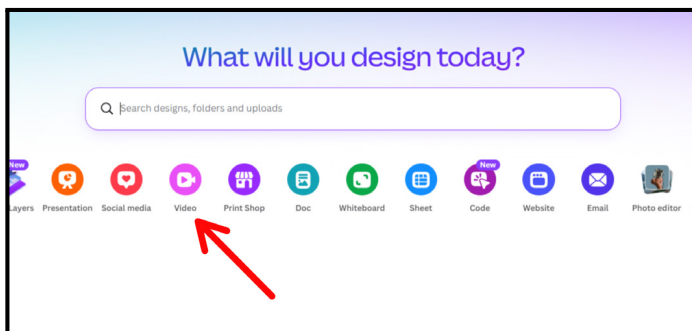


Watch a video
tutorial of using
the Canva app.

wosu.pm/wkcanva

1. Create a New Video

- Open the Canva app on your iPad/tablet.
- Tap Create and choose **Video** (Landscape or YouTube).

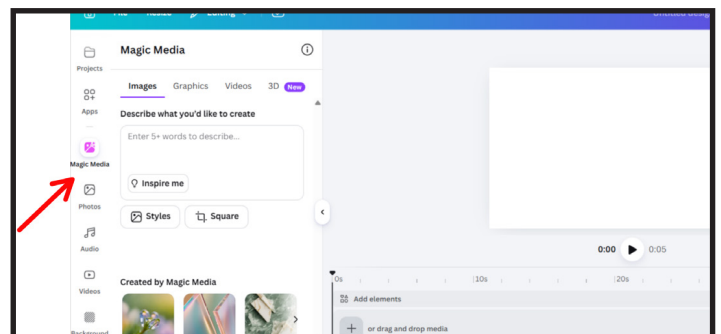


2. Explore the Canva Video Workspace

You will see a blank video page thumbnail. Below the thumbnail, you can add images, text, audio and other media tracks.

3. Create a Habitat with AI

- In the left menu, tap “**Magic Media.**”
- Type 4-5 words that describe your creature’s habitat (Ex: desert, hot, rocky, cactus, canyons).
- Tap the desired habitat image thumbnail to add it to the timeline.

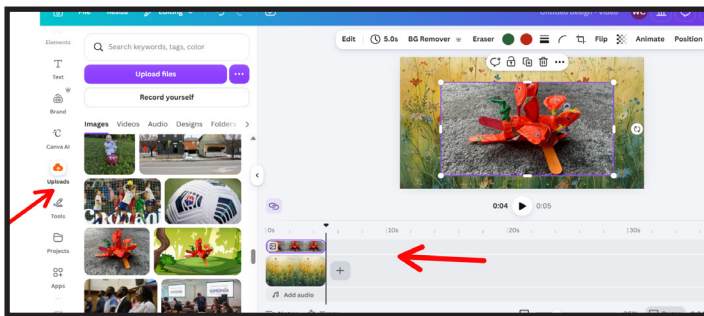


4. Upload Your Creature Photo

- Tap “**Uploads**” in the left menu.
- Select “**Upload Files**” and choose a picture of your creature.
- Your uploaded pictures will stay in the “**Uploads**” area while you work.

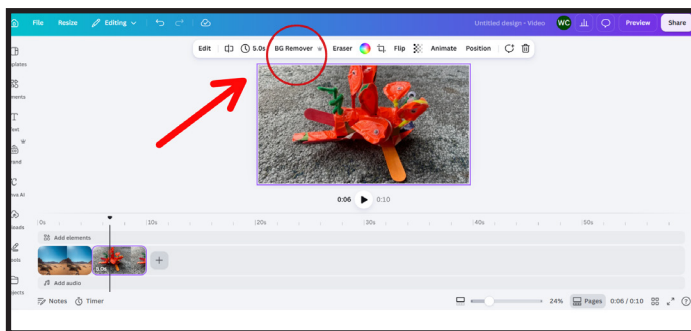
5. Add and Layer Your Creature

- Tap your creature picture in the “Uploads” area to add it to the project.
- Move the creature onto the habitat background. You will move the creature picture to the track above your habitat.
- Resize and position the creature where it belongs in the scene.



6. Edit Your Creature

- Select the creature picture.
- Use tools such as “Crop”, “Resize”, and “Background Remover” to help the creature blend into its habitat.



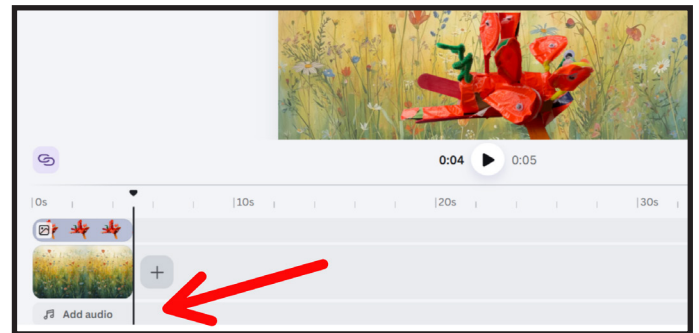
- o How does your creature survive in this environment?
- o What is most important for your audience to learn?

Extension Challenge

Create a second documentary describing how your creature would adapt if its habitat changed.

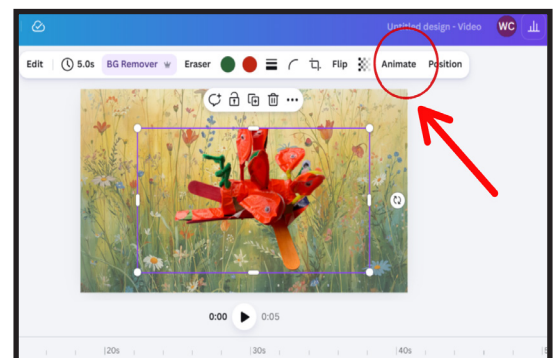
7. Record Your Narration

- Tap “Add Audio” (the track below your habitat).
- Select “Record Voiceover.”
- Describe your creature’s habitat, adaptations, and special creature power.



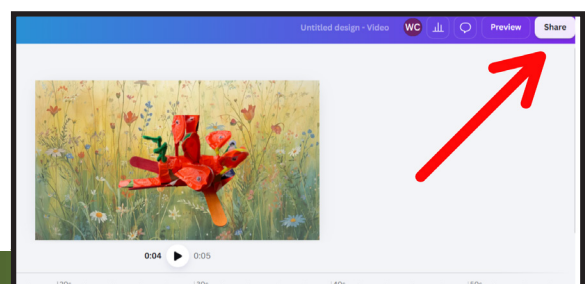
8. Animate Your Creature

- Tap your creature image.
- Select “Animate” and choose an animation style.



9. Preview and Export

- Watch your completed video.
- Make sure it is about 30 seconds long.
- Tap **Share>Download>MP4 Video** to save your documentary.



Career Connections

Career exploration is embedded throughout the Wild Kratts Creature Creator STEM Labs. Encourage students to see themselves as future scientists, engineers, artists, and creators.

Featured Careers

WILDLIFE BIOLOGIST

Wildlife biologists study animals, habitats, and ecosystems. They collect information about how animals live and how environmental changes affect wildlife populations.

BIOMIMICRY ENGINEER

Biomimicry engineers study nature to solve problems. They look at how animals and plants function and use those ideas to create new products and technologies.

VETERINARIAN

Veterinarians care for animals and help keep them healthy. They use science and problem-solving skills every day.

SCIENCE COMMUNICATOR

Science communicators help people understand scientific discoveries through writing, video, social media, museums, and television programs.

DOCUMENTARY FILMMAKER

Documentary filmmakers tell real stories through video. They research topics, record footage, and edit videos to share information with audiences.

ANIMATOR

Animators create moving images for television, games, websites, and educational content.

GAME DESIGNER

Game designers create interactive experiences that help players learn, solve problems, and have fun.

Supporting Diverse Learners

The Wild Kratts Creature Creator STEM Labs are designed to support a wide range of learning styles, abilities, and interests.

FOR EMERGING READERS

- o Pair students with reading partners.
- o Read station directions aloud.
- o Encourage verbal responses.

FOR ADVANCED LEARNERS

- o Encourage additional research.
- o Challenge students to combine multiple adaptations.
- o Invite students to redesign creatures for new habitats.
- o Ask students to mentor younger participants.

FOR ENGLISH LANGUAGE LEARNERS

- o Provide opportunities for partner discussion.
- o Encourage drawing and modeling.
- o Use visual supports whenever possible.
- o Allow students to record responses verbally.

FOR STUDENTS NEEDING ADDITIONAL SUPPORT

- o Break activities into smaller steps.
- o Provide examples.
- o Offer guided questions.
- o Focus on participation and effort rather than completion.

Student Showcase Ideas

A student showcase celebrates creativity, reinforces learning, and provides students with an authentic audience.

CREATURE MUSEUM

Display student creatures alongside habitat descriptions and adaptation explanations.

WILDLIFE FILM FESTIVAL

Play student documentaries for families, staff, and peers.

STEM GALLERY WALK

Students visit displays and leave positive comments or questions for creators.

Materials Inventory

Each STEM Lab includes:

RESEARCH STATION

- o iPads or tablets
- o Headphones (optional)
- o Resource links to pre-selected Wild Kratts video clips

READING STATION

- o Books

STRATEGY GAME STATION

- o Animal Card Game

PBS KIDS DIGITAL STATION

- o iPads or tablets with Wild Kratts PBS KIDS games preinstalled
- o Headphones (optional)

MOVEMENT ZONE

- o Adaptation Cards
- o Habitat Signs
- o Plastic Egg

CREATURE DESIGN LAB

- o Adaptation Cards
- o Habitat Cards
- o Creature Trading Cards.
- o Design Process Placemat
- o Craft supplies (paper, glue, scissors, markers, etc.)

WILDLIFE DOCUMENTARY STUDIO

- o Creature Models
- o Creature Trading Card
- o Green Screen Studio (green construction paper, tape, file folder)
- o iPads with AI imaging software (Canva)
- o Canva Tutorial
- o Design Process Placemat

Printable Resources

A digital download of kit resources
is available at wosu.org/creaturelabs.



Wildlife Documentary Studio

Mission: Create a wildlife documentary that introduces your creature to the world.

Become a Wildlife Filmmaker!

Step 1: Take pictures of your Creature Model with iPad/tablet camera

1. Assign partner pairs.
2. Stage your creature in the green screen production studio and use the iPad/tablet camera to take two or three photos of your creature.
3. Check the Photos app on iPad/tablet to make sure the photos were saved.

Step 2: Record Documentary/Using Canva App

1. Watch the Canva video tutorial.
2. Use Canva to create a one-minute wildlife documentary about your creature.



**Canva
Video Tutorial**
wosu.pm/wkcanva

Tell viewers:

- o Your creature's name
- o Where it lives
- o How its adaptations help it survive

Filming Tips

- o Use your Creature Trading Card to help tell your story.
- o Keep your video to about 1 minute.
- o Keep your face off the screen.
- o Do not say your name.

Career Connection: Documentary Filmmaker, Science Communicator, Animator, Wildlife Photographer, Media Producer

Materials: Student Creature Models and Creature Trading Cards, Canva tutorial, iPad/tablet with AI imaging software (Canva)

Wild Kratts Research Lab Station

Mission: Watch Wild Kratts videos and investigate how animals use special adaptations to survive in their habitats.

Become a Wildlife Biologist!

1. You are on a quest to gather ideas about animal adaptations. Scan QR code to watch the videos
2. Identify animal adaptations.
3. Record or discuss ideas.

Career Connection: Wildlife Biologist, Zoologist, Conservation Scientist, Veterinarian

Materials: iPads or tablets, Headphones (optional)



wosu.pm/wk1



Reading Station

Mission: Explore books to discover new animals, habitats, and survival strategies

Read Like a Scientist!

1. Read independently or with a partner.
2. Identify interesting adaptations.
3. Share ideas.

Career Connections: Science Writer, Environmental Educator, Research Scientist

Materials: Books



Strategy Game Station

Mission: Use teamwork and strategy to learn how animals survive in ecosystems.

Play, Think, and Explore like an Ecologist!

1. Play the strategy board game.
2. Observe ecosystems' habitats and interactions.
3. Discuss strategies

Career Connection: Ecologist, Environmental Planner, Data Analyst

Materials: Wild Kratts board game



PBS Digital Games

Mission: Play, explore, and uncover amazing animal adaptations through PBS KIDS games.

Explore Like a Game Designer!

1. Play PBS Wild Kratts games.
2. Observe animal traits and adaptations.
3. Collect ideas to use while creating your creature.

Career Connection: Game Designer, Software Developer, User Experience Designer

Materials: Device with Wild Kratts PBS KIDS games, Headphones (optional)



Creature Design Studio

Mission: Build a creature with special adaptations that can survive in its habitat.

Design a Creature That Can Survive!

1. Choose a habitat card.
2. Choose an adaptation card.
3. Use the design process to plan and sketch the creature design on a Creature Trading Card.
4. Use the craft materials to build a creature.
5. Explain how it survives.

Career Connections: Biomimicry Engineer, Product Designer, Environmental Engineer

Materials: Adaptation Cards, Habitat Cards, Creature Trading Cards, Design Process Placemat, Craft supplies (paper, glue, scissors, markers, etc.)

THE DESIGN PROCESS

Build



Test & Evaluate



Share Solutions



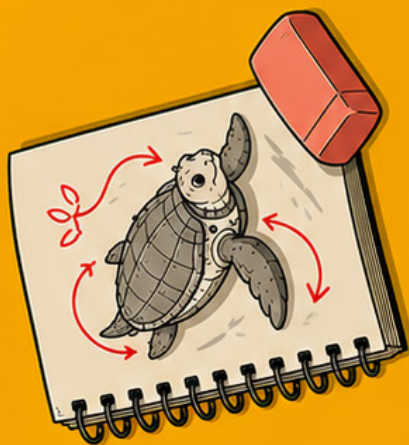
Design



Brainstorm



Redesign



CAMOUFLAGE



FUR



WEBBED FEET



NIGHT VISION



Fur is a coat of hair that covers many animals' bodies.

Cool Creature Fact!

Fur helps animals stay warm, dry, and sometimes even hidden from predators!

Example Animals:



Mountain Goats



Beavers



Wolves

Learn more about this adaptation

[wosu.pm/wkotters](https://www.wosu.pm/wkotters)



Camouflage helps animals blend into surroundings, staying hidden from predators.

Cool Creature Fact!

Camouflage helps prey stay hidden and predators approach prey unseen.

Example Animals:



Arctic Fox



Cheetah



Giraffe

Learn more about this adaptation

[wosu.pm/wkcamo](https://www.wosu.pm/wkcamo)



Night vision is a superpower that helps animals see in the dark.

Cool Creature Fact!

Cats need only about one-sixth the light people need to see.

Example Animals:



Owl



Shark



Cats

Learn more about this adaptation

[wosu.pm/wkvision](https://www.wosu.pm/wkvision)



Webbed feet help animals swim faster and move easily through water.

Cool Creature Fact!

This special adaptation gives animals an edge when escaping danger.

Example Animals:



Ducks



Frogs



Otters

Learn more about this adaptation

[wosu.pm/wkfeet](https://www.wosu.pm/wkfeet)



HIGH-ENERGY



SHARP CLAWS



ECHOLOCATION



VENOM



Sharp claws are hard, pointed, curved nails at the end of an animal's toes.

Cool Creature Fact!

Cats retract their claws, keeping them sharp and quiet when walking.

Example Animals:



Lions



Eagles



Squirrels

Learn more about this adaptation



[wosu.pm/wkclaws](https://www.wosu.pm/wkclaws)



High energy helps animals stay active and keep moving longer.

Cool Creature Fact!

Some animals must eat their body weight daily to survive.

Example Animals:



Honey Bees



Hummingbirds



Weasles

Learn more about this adaptation



[wosu.pm/wkenergy](https://www.wosu.pm/wkenergy)



Venom is a poison that can be injected through bites, stings, or sharp body parts.

Cool Creature Fact!

Venom helps animals catch food or protect themselves.

Example Animals:



Rattlesnake



Jellyfish



Scorpion

Learn more about this adaptation



[wosu.pm/wkvenom](https://www.wosu.pm/wkvenom)



Some animals use sound waves and echoes to find objects around them.

Cool Creature Fact!

Bats can catch tiny flying insects in complete darkness by listening to sound echoes.

Example Animals:



Bat



Dolphin



Beluga Whale

Learn more about this adaptation



[wosu.pm/wkecho](https://www.wosu.pm/wkecho)



PROTECTIVE SHELL



LONG TAIL



STRENGTH



SPEED



A long tail helps animals balance, steer, communicate, while moving through habitats.

Cool Creature Fact!

Some monkeys use their tails like extra hands for climbing trees safely.

Example Animals:



Spider Monkey



Kangaroo



Lemur

Learn more about this adaptation



[wosu.pm/wktail](https://www.wosu.pm/wktail)



A protective shell is a hard outer covering protecting animals from danger.

Cool Creature Fact!

A turtle's shell is actually connected to its ribs and backbone!

Example Animals:



Turtle



Snail



Armadillo

Learn more about this adaptation



[wosu.pm/wkshell](https://www.wosu.pm/wkshell)



Speed is the ability to move very quickly from one place to another.

Cool Creature Fact!

The cheetah is the fastest land animal running up to 70 mph.

Example Animals:



Cheetah



Ostrich



Shark

Learn more about this adaptation



[wosu.pm/wkspeed](https://www.wosu.pm/wkspeed)



Strength is the ability to use powerful muscles for moving, lifting, and protecting.

Cool Creature Fact!

Leafcutter ants can carry objects many times heavier than their body weight.

Example Animals:



Gorilla



Elephant



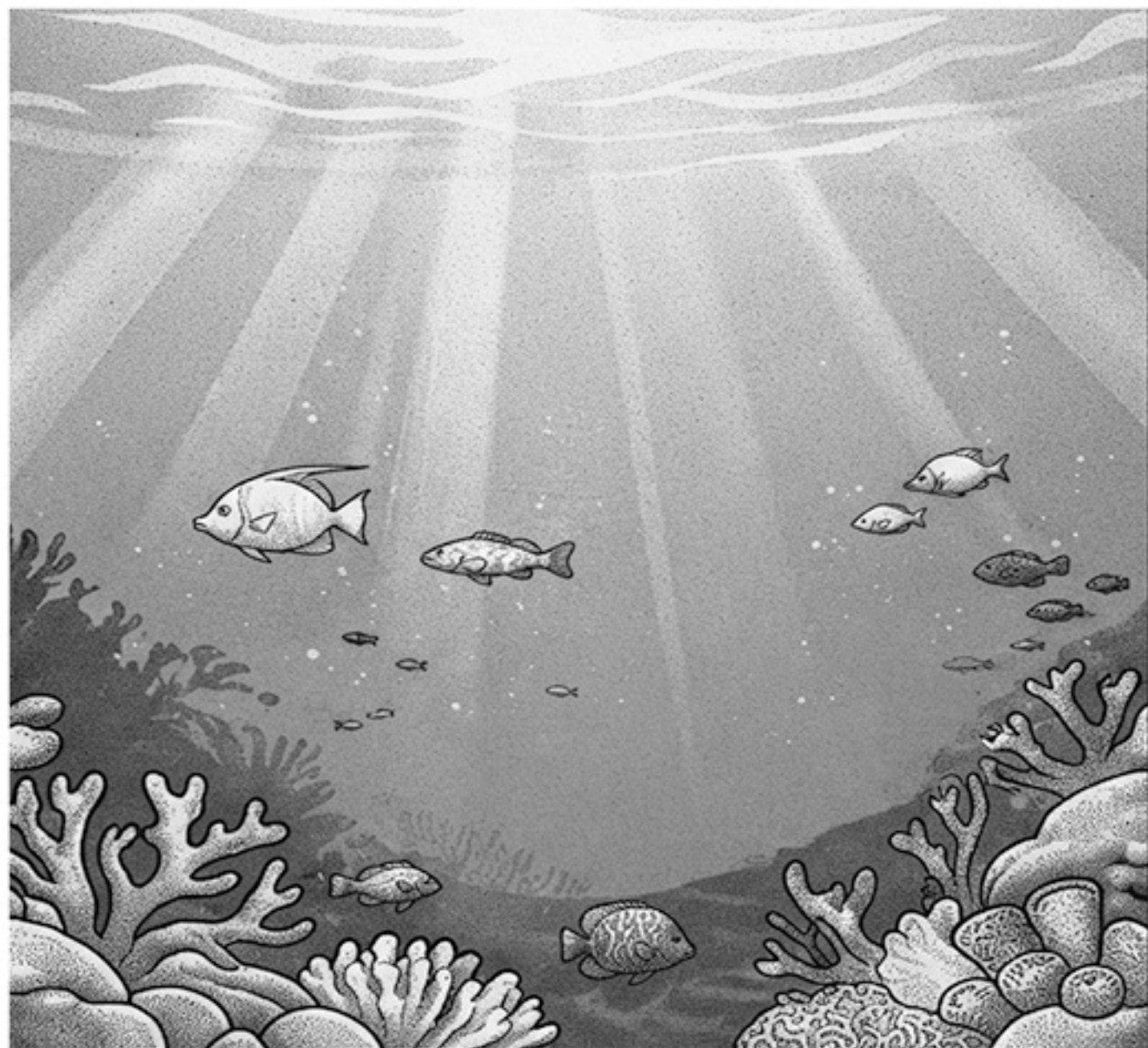
Leafcutter Ant

Learn more about this adaptation



[wosu.pm/wkstrength](https://www.wosu.pm/wkstrength)





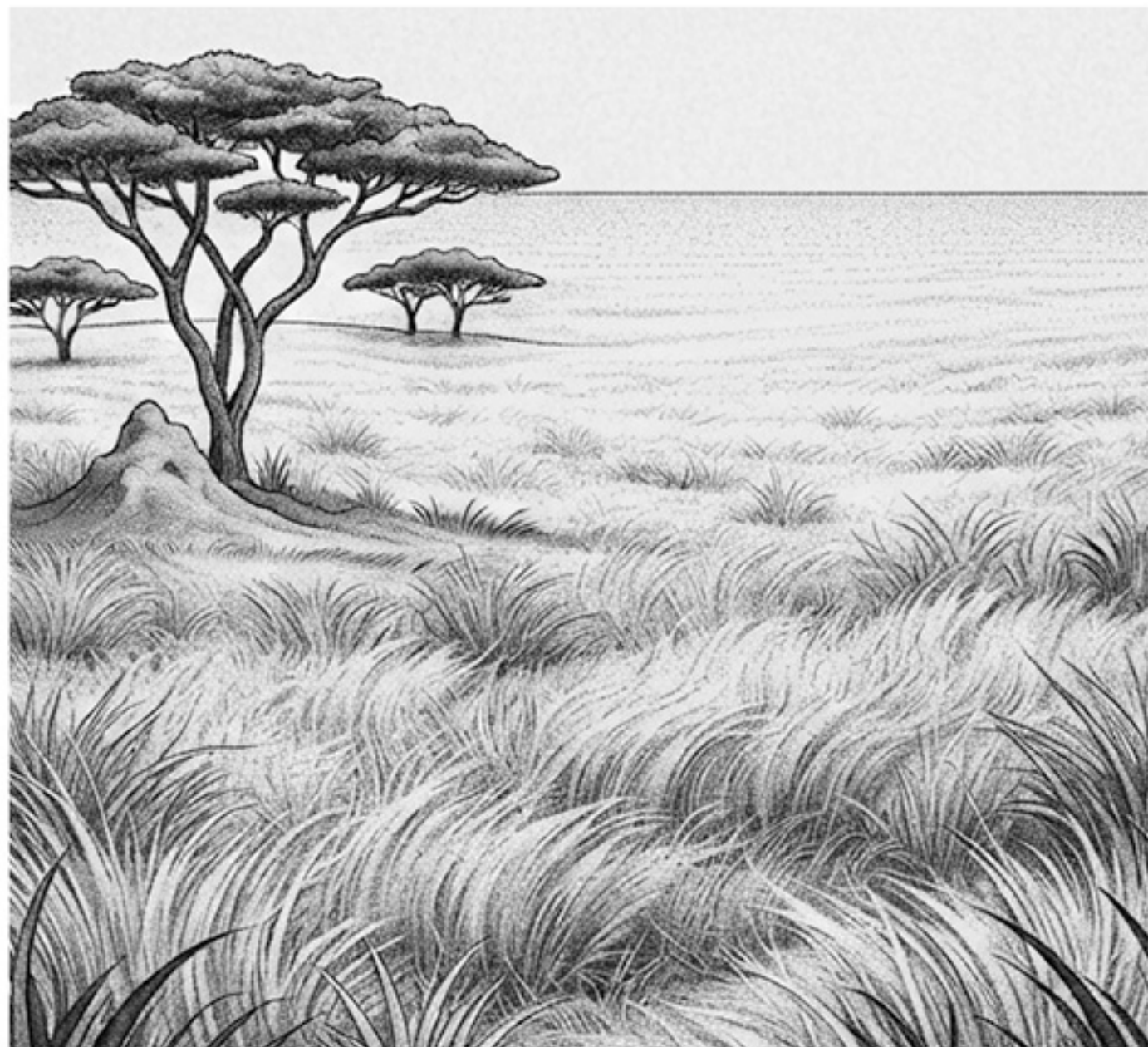
AQUATIC
(WATER)



DESERT



FOREST



GRASSLAND



POLAR

(TUNDRA)



Very cold regions with ice and snow



Large open areas with grasses and few trees



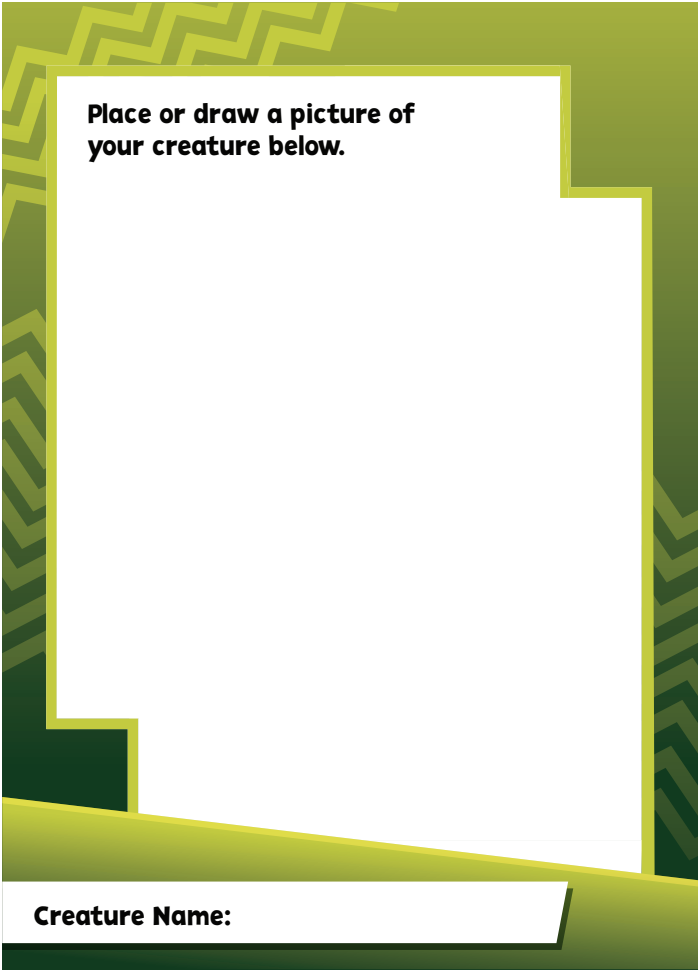
Very dry with little rainfall and extreme temperatures



Includes rainforests, temperate forests, and boreal forests

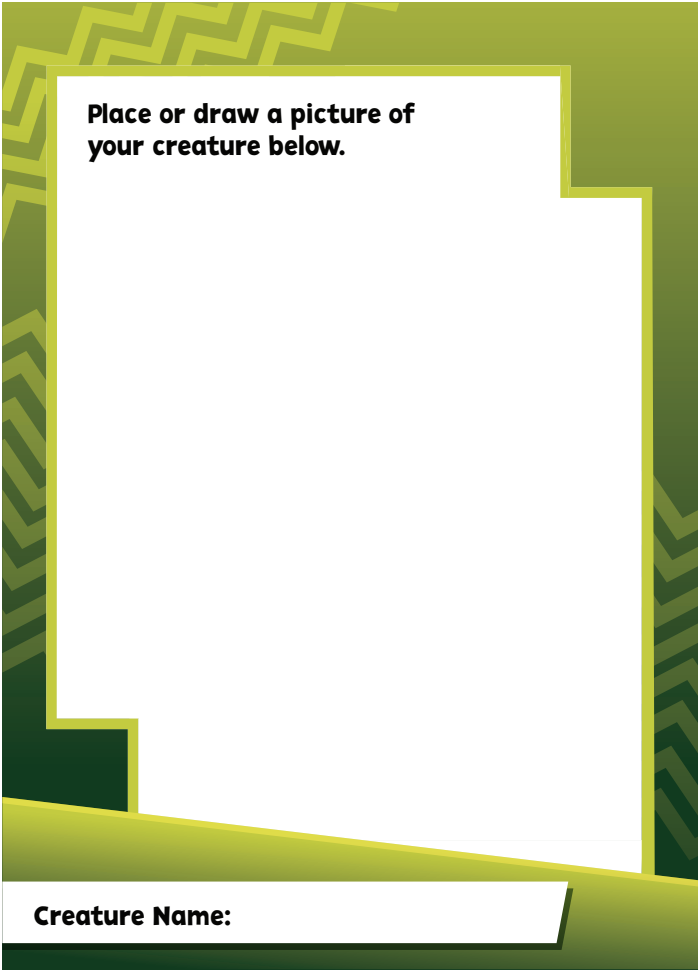


Includes freshwater (lakes, rivers) and marine (oceans)



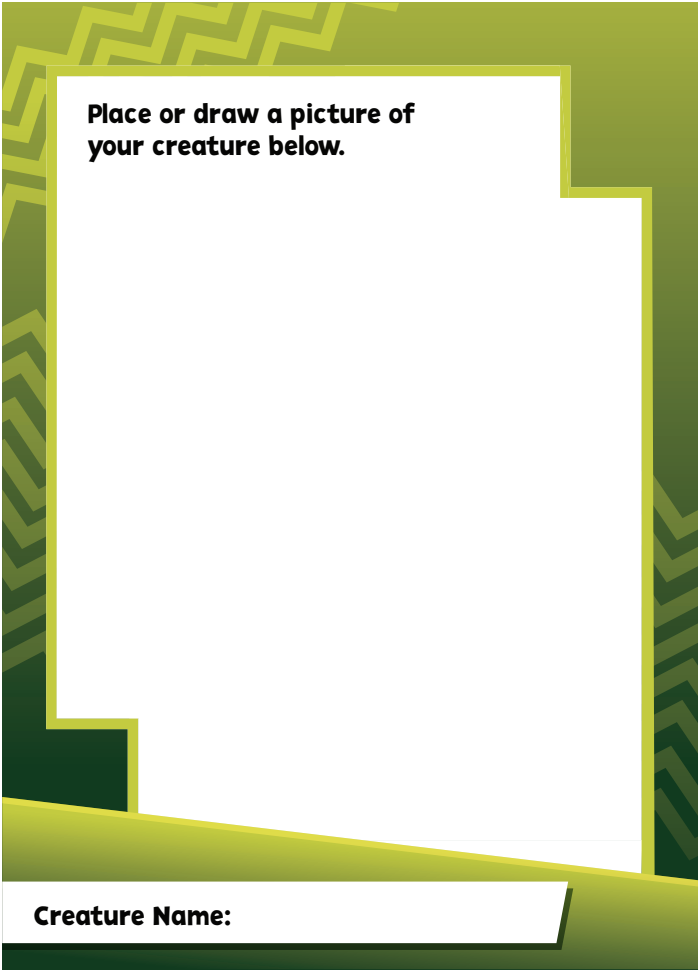
**Place or draw a picture of
your creature below.**

Creature Name:



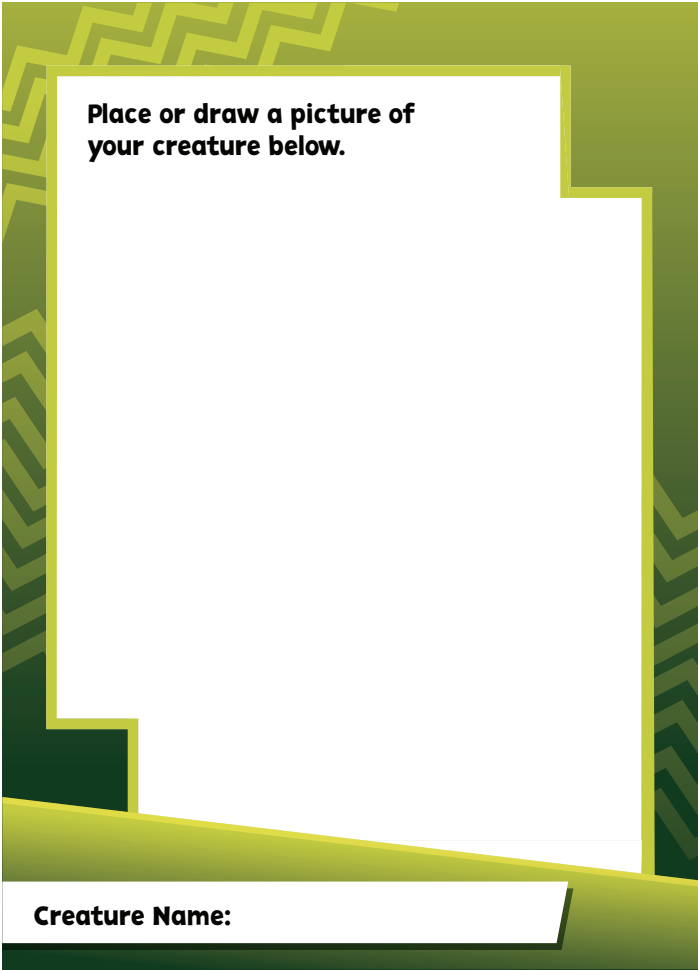
**Place or draw a picture of
your creature below.**

Creature Name:



**Place or draw a picture of
your creature below.**

Creature Name:



**Place or draw a picture of
your creature below.**

Creature Name:

Student Name: _____

Superpower Adaptation: _____

Habitat: _____

What real world animal is your animal inspired by?

Student Name: _____

Superpower Adaptation: _____

Habitat: _____

What real world animal is your animal inspired by?

Student Name: _____

Superpower Adaptation: _____

Habitat: _____

What real world animal is your animal inspired by?

Student Name: _____

Superpower Adaptation: _____

Habitat: _____

What real world animal is your animal inspired by?

Closing

Thank you for helping students become scientists, engineers, designers, and storytellers through the Wild Kratts Creature Creator STEM Labs.

Your support helps students discover how curiosity, creativity, and STEM skills can open doors to future careers and lifelong learning.

