LOGGERHEAD
MARINELIFE CENTER

Loggerhead Marinelife Center

Loggerhead Marinelife Center is an ocean conservation organization and sea turtle hospital located adjacent to one of the most important sea turtle nesting beaches in the world. The Center features an on-site campus hospital, research laboratory, educational exhibits and aquariums, and also operates the Juno Beach Pier, which hosts world-class angling and sightseeing. The Center's conservation team works with 76 local and international organizations across six continents to form partnerships and share conservation initiatives and best practices that are core to its mission of ocean conservation. The Center is expanding and has launched its Waves of Progress capital expansion campaign, designed to accelerate and amplify LMC's conservation and education impact.

Our mission is to promote conservation of ocean ecosystems with a special focus on threatened and endangered sea turtles. Our vision is to be recognized locally and internationally as the leading authority in sea turtle education, research and rehabilitation.

Visit Marinelife.org to learn more about Loggerhead Marinelife Center!

Lesson Objectives

• I can describe
• I can describe the difference between poison and venom in terms of animal defense.
• I can observe

Vocab

• Defend: resist an attack made on (someone or something); protect from harm or danger.
• Defense: a means of protecting something from attack
• Carapace: the hard upper shell of a turtle, crustacean, or arachnid.
• Venom: a poisonous substance secreted by animals such as snakes, spiders, and scorpions and typically injected into prey or aggressors by biting or stinging.
• Poison: a substance that is capable of causing the illness or death of a living organism when introduced or absorbed.
• Predator: an animal that naturally preys on others.

Resources

Design a Defense!

Directions: Use the materials listed, and materials from your home or backyard, to design different defenses for an animal! You can design multiple defenses for an animal, or choose to only use one! The defenses do not have to be something that is currently found in the wild – for example, you could design an animal that has spines, a shell, and is camouflaged! The trick, however, is that you have to explain each trait that you choose and why you chose it (i.e. – spines can prevent it from being eaten, it can hide inside a shell, etc).
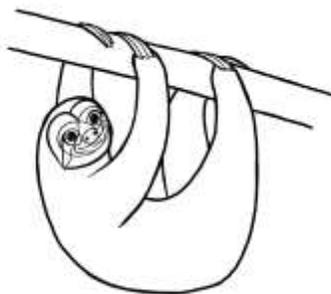
Sample Material List:
- Toothpicks
- Play-doh or clay
- Paint
- Bottle caps/yogurt cups
- Paper and pencil/pen

Example: make a hedgehog with play-doh and toothpicks, and then paint it to blend in with grass!

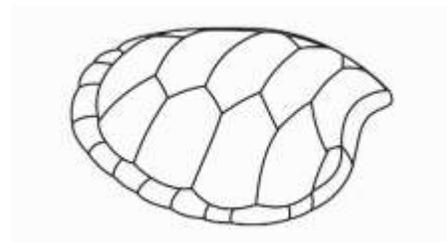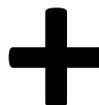https://www.pinterest.com/pin/417920040391934425/

Example: draw a sloth that is the same color as the tree it lives in, and add some other defenses to make up for it's slow movement – maybe it needs a shell?
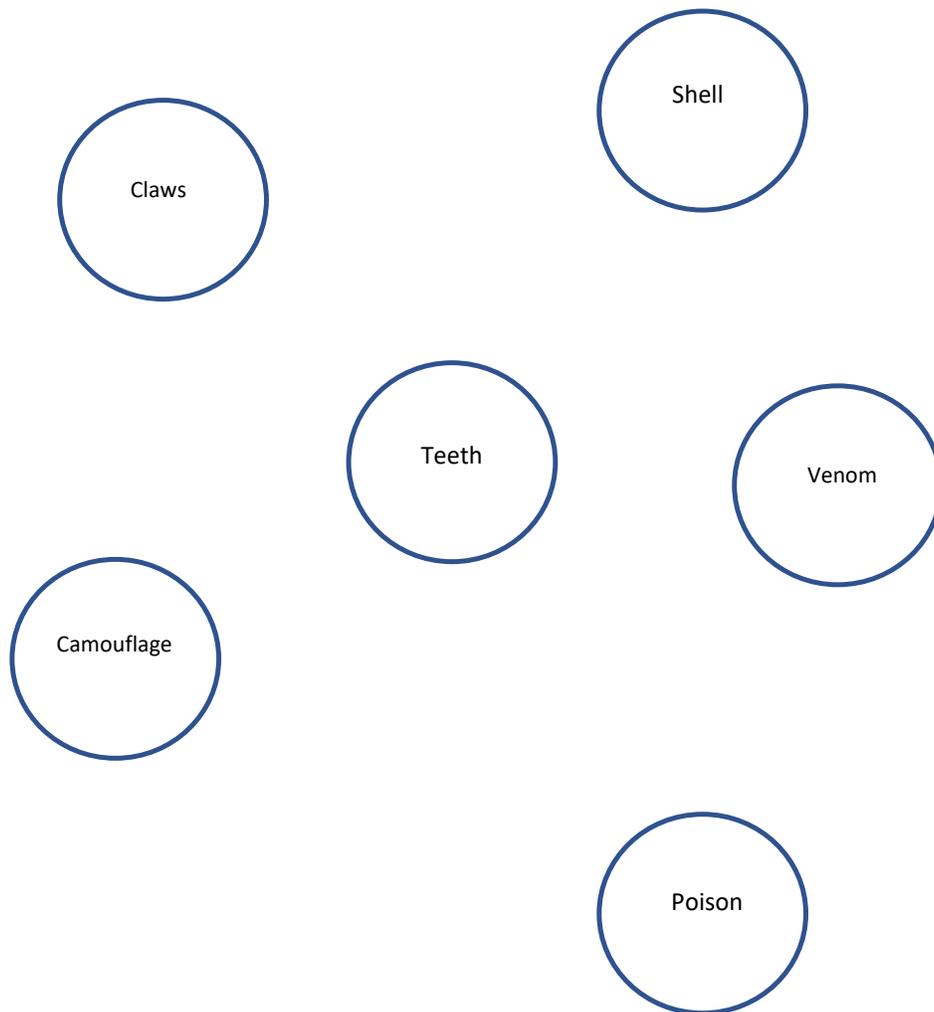

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https://design.tutsplus.com/tutorials/how-to-draw-a-cute-sloth-step-by-step--cms-29055

https://www.nicepng.com/ourpic/u2w7w7w7y3w7o0q8_turtle-shell-clipart-image-draw-a-turtle-shell/

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Animal Defense Relay

Directions: Place 6 hula-hoops down on the ground (or use something to mark off an area). Children must run to the correct defense for the animal called out. The challenge? Only ONE child can be at each defense at a time! If you cannot reach a defense, you have to rely on "flight" or "running away" to escape the predator!

Shell

Claws

Teeth

Venom

Camouflage

Poison

Example: If someone calls out "sea turtle", the children must try and get to the appropriate defense that sea turtles use (a shell!). If someone calls out "snake" then children can go to any defense that a snake can use (teeth, venom, or camouflage!). If the children can correctly explain how the animal uses the defense they chose, they survive that round! Anyone who does not make it to a defense must run from the "predator" in a fashion similar to tag – this is a great way to keep kids active!