

World of Wonder

Educational Standards and Suggested Activities

Release week July 19, 2009: Primates 3

Standards

- *Current Events:* Students will use the newspaper to locate articles about monkey-habitat areas.
- *Science:* Students will make a chart comparing New World and Old World monkeys.
- *Science:* Students will design a video game about monkeys.

Activities

1. *Use the News:* Locate articles in the newspaper that deal with issues from New World monkey habitat or Old World monkey habitat. Which area has more news? Why?
2. What's the difference between New World and Old World monkeys? Read the article carefully (and do further research) to find these differences. Then construct a chart to compare the two categories.
3. Imagine you are designing a new video game, and the main characters are either New World or Old World monkeys (or both). What would they do? What is the main objective of the game? Which type of monkey will you use? Why? What are their characteristics? Do they move in trees or on the ground mostly? Write a description of the game, and draw a screen shot of one of the scenes.

World of Wonder meets many state educational standards. This guide helps teachers identify standards and related activities generally intended for Grade 6, but teachers can modify activities to the appropriate grade level.