**Sorting Animals**

Play the 20 questions game.

One member of the group plays the 'thinker'. The others have to guess the animal they are thinking of.

To the 'thinker'

Think of an animal.
Choose one you know something about.

The others will have to guess what it is by asking questions.

You can only answer with a 'yes' or a 'no'.

To the others

You have to guess the animal by asking the 'thinker' questions.

Your questions will only get a yes or no answer.

You may not ask questions like - 'Does it begin with 'p'?
Sorting animals 1

You need the Minibeast Cards sheet.

Write the name of the animals under their pictures.

spider   snail   butterfly   fly
frog     millipede  beetle   ant
gnashopper   bumble bee  mouse   caterpillar

Think of ways that some of these are similar.

Think of ways that some of them are different.

Cut them out and sort them into two sets of animals.

How are these sets different?

__________________________________________________________

Sort each set into two more sets. How are these sets different?

__________________________________________________________

TIPS:

You can sort your animals into all sorts of sets
Do they eat plants or animals?
Do they live on land or live in water?
Do they live under things?
Do they live in the shade or the light?
Do they live in damp places or dry places?
Do they live in dark places or light places?
Do they live deep in the soil or on the ground?
Do they live under leaves or under stones?
Sorting animals 2

You need the Minibeast Cards sheet.

Write the name of the animals under their pictures.

spider   snail   butterfly   fly
frog      millipede   beetle   ant
grasshopper  bumble bee   mouse   caterpillar

Think of ways that some of these are similar.

Think of ways that some of them are different.

Cut out and sort these into two sets of animals.

How are these two sets different?

Sort each of your two sets into two more sets

How are these sets different?

Try this again, and sort each set into two more sets!

TIPS:
You can sort your animals into all sorts of sets:
Do they have more than six legs?
Do they swim or crawl?
Can they fly or not?
Do they live on land or live in water?
Are they brown or black?
Do they eat plants or animals?
Do they live under things?
Sorting habitats

You need the Minibeast Cards sheet.

Write the name of the habitats under each picture

LIST: pond, trees, leaf litter, under stones, grass, indoors, . . . . . .

Cut out and sort these into two sets of habitats.

How are these two sets different?

_____________________________________________________________________

Sort each of your two sets into two more sets

How are these sets different?

_____________________________________________________________________

Try this again, and sort each set into even more sets!

TIPS:
You can sort your animals into all sort of sets, depending on where they live:
Is it shaded or covered?
Is it light or dark?
Is it hidden or open?
Is it dry or damp?
Is it land or water?
Is it shaded or sunny?
Is it warm or windy?
Is it near roots or near branches?
Is it on the soil or under the soil?
Using a key on the computer

A key helps identify things. It asks questions that sort things into groups, like these:

Does it have legs?
Does it have wings?
Does it have a shell?

Notice that these questions only have yes or no as an answer.

Now it’s your turn

Can you write a new question that picks out a frog from a beetle?

Can you write a new question that picks out a fly from a bird?

Can you write a new question that picks out a snail from a crab?
Using a branching database

We used a branching database on a computer.

We thought of a worm and the computer asked this question:

- **Yes**
  - Does it live underground?
- **No**

We said no. Then it asked another question ...

We clicked yes. It then made a guess:

- **Worm**

*Your turn:* Think of an animal and use the branching database at the computer.
Add new animals to a computer key

If you could see inside a key on the computer it might look like this.

Follow the question numbers carefully. How many questions does the computer ask to find a worm?

1. Run the computer key software. Your teacher will set up the software so that it is ready for you to add new animals.
2. Use the Animals key on the disk and start the game.
3. Think of an animal and click yes or no to the questions.
4. If the computer guesses the animal correctly, think of another and play the game again.
5. If the computer key doesn’t know your animal, you will have to teach it! You have to add more questions to help the computer to separate one animal from another.
6. Follow the instructions on the screen very carefully, as mistakes are hard to undo.
7. Add more animals.
8. Save your work to the disk from time to time.
<table>
<thead>
<tr>
<th>Minibeast cards</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Minibeast Image 1]</td>
</tr>
<tr>
<td>![Minibeast Image 2]</td>
</tr>
<tr>
<td>![Minibeast Image 3]</td>
</tr>
<tr>
<td>![Minibeast Image 4]</td>
</tr>
<tr>
<td>![Minibeast Image 5]</td>
</tr>
<tr>
<td>![Minibeast Image 6]</td>
</tr>
<tr>
<td>![Minibeast Image 7]</td>
</tr>
<tr>
<td>![Minibeast Image 8]</td>
</tr>
<tr>
<td>![Minibeast Image 9]</td>
</tr>
</tbody>
</table>
# Minibeast Cards

<table>
<thead>
<tr>
<th>Frog</th>
<th>Fly</th>
<th>Caterpillar</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spider</td>
<td>Grasshopper</td>
<td>Bumble Bee</td>
</tr>
<tr>
<td>Beetle</td>
<td>Millipede</td>
<td>Butterfly</td>
</tr>
<tr>
<td>Ant</td>
<td>Snail</td>
<td>Mouse</td>
</tr>
</tbody>
</table>

© copyright Becta 2000  http://www.becta.org.uk