

A Southwest Florida Water Management District Newsletter for Grades K-2

Hi!

Our friend Ripply is back again. Ripply will help you learn about places where plants and animals live. These special places are called "habitats." There are all kinds of them!

We will read stories. We will play games and color. Everything will be about habitats.

Let's begin now!



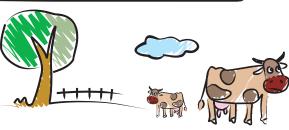
### **Water Wows!**

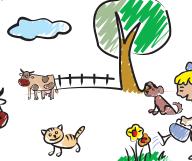


Animals and plants must have clean water wherever they live.











All living things need clean of to live. Plants and animals live in many kinds of habitats.

Animals live in the ocean. Shrimp, whales, sea







Animals live in the woods. Deer, snakes,





, birds and raccoons make their homes

here. There are lots of trees and plants too.

Animals may live along a river. Alligators and

wading



like the fresh (

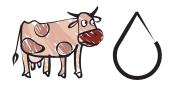


Can you think of another place where plants and animals live?

The End



Animals and plants live in many places.
Choose the picture at the bottom of the page that matches each story below. Write the number of the matching picture in the water drop.



I am a cow. I live in a land habitat that has fields of grass for me to eat, a pond for drinking water and a barn where I sleep.



I am a shark. I live in a saltwater habitat with whales and crabs. There are pretty coral reefs where I hunt for fish to eat.



I am an alligator. I live in a freshwater habitat where wading birds gather to eat and turtles sit on fallen logs.



(1) In a River



② On a Farm



(3) In an Ocean

What else lives in each of these places? Write two things on the lines under each picture.

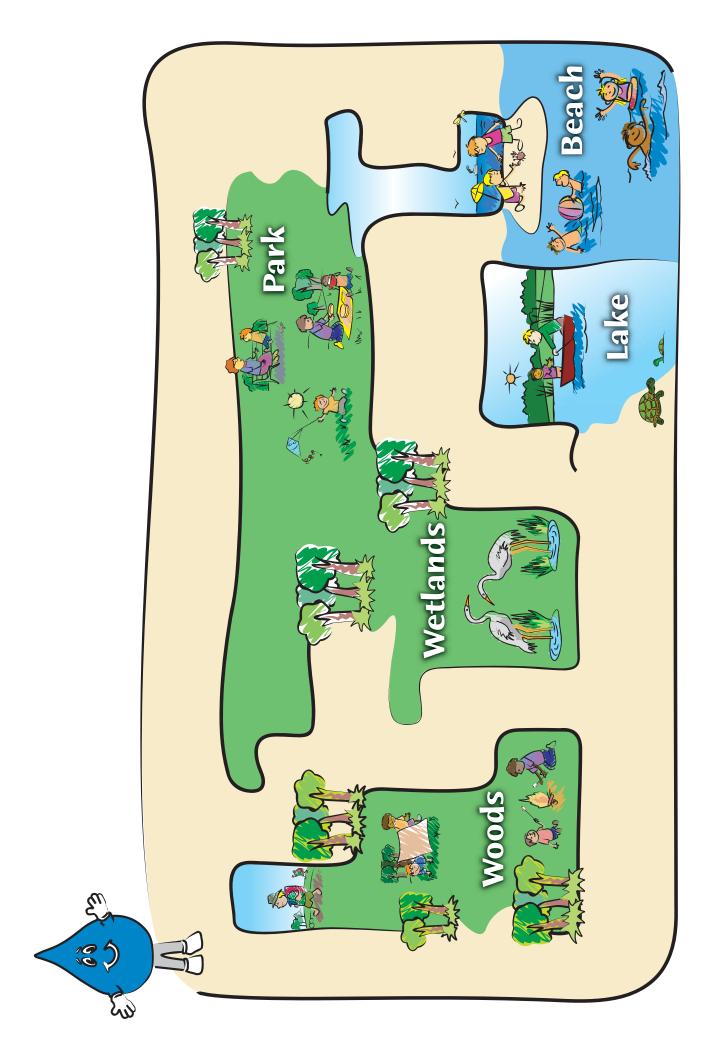


Ripply likes to visit different places where animals and plants live. Next week he will visit five places. He has asked you to help him plan one trip for each day!

Let's help Ripply find the five places on the map. Get your crayons ready.

### Here we go!

- 1. On Monday, Ripply will go to a park. There are a lot of trees and animals. Mark a green path from Ripply to the park.
- 2. On Tuesday, Ripply will go to a lake. He may see turtles swimming in the water. Mark a blue path from Ripply to the lake.
- 3. On Wednesday, Ripply will go to the wetlands. He may find wading birds looking for food in the water. Mark a brown path from Ripply to the wetlands.
- 4. On Thursday, Ripply will go to the beach. He may see a dolphin jump out of the water! Mark a black path from Ripply to the beach.
- 5. On Friday, Ripply will go to the woods. He may spot a deer running through the trees. Mark a red path from Ripply to the woods.
- 6. On Saturday and Sunday, Ripply will stay home and rest!



## My Neighborhood Habitat

Do you know that your neighborhood is a habitat?
Think about your neighborhood.
Picture the plants and animals that live there.

Place a check \( \sqrt{} \) next to each thing in your neighborhood habitat that needs water to live.

Pets dogs cats  Plants and Tr small plant and flower	ts	□ so □ ra □ ra □ au □ tu	Animals quirrels abbits accoons rmadillos artles ags
<ul><li>□ bushes</li><li>□ trees</li></ul>	□ alligators □ deer	□ si	rds
Now you know that all living things in your neighborhood need water to live. Use the space below to draw a picture of some of the things in your neighborhood habitat.			

# Water Watcher Activity

Here is your chance to tell your family about your favorite animals and where they live.

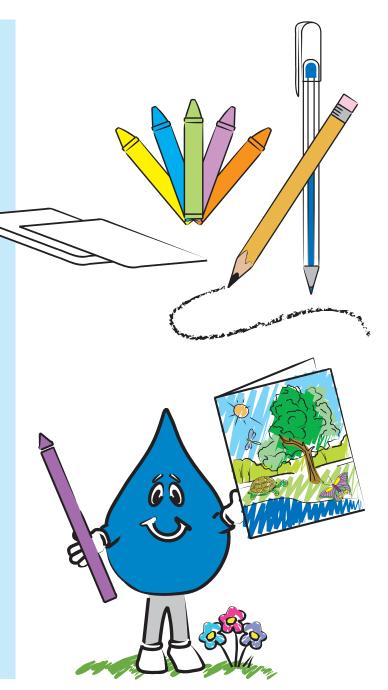
Make a greeting card. It's fun!

#### Materials:

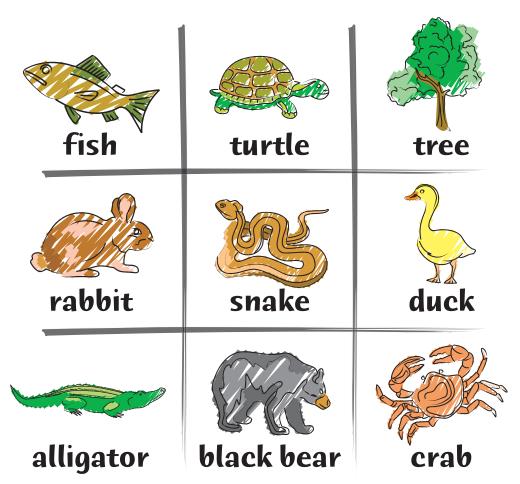
- white paper
- crayons
- · pen or pencil

### **Directions:**

- 1. Fold the sheet of white paper in half.
- Think about your favorite animals and where they live.
- 3. Draw your picture on the front of the card.
- 4. Open the card.
- 5. Draw a picture of Ripply or a water droplet on the left side. Remember, all animals need clean water to live.
- 6. Write your name on the right side of the card.
- Take your card home and share it with your family.







### How to play:

- 1. The first player will be O. Player O will point to a picture and tell the ways it uses water in its habitat. An O should be drawn on the picture.
- 2. The other player is X. Player X will point to another picture and tell the ways it uses water in its habitat. Then an X should be drawn on the picture.
- 3. Take turns pointing to pictures and describing their habitats. The first player to have three Xs or Os in a line is the winner. The line may be across, up and down or on a diagonal.
- 4. For extra fun, make up your own gameboard for Habitat Tic-Tac-Toe!



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