FOR PARENTS and GUARDIANS

Welcome to the online version of The Great Circle Artist-in-Residence program, a unique collaboration between The Rockwell Museum and the Elmira and Bath School Districts. Our program is built on the idea that children learn through play. Play is at the heart of a young child’s world. The Great Circle Artist-in-Residence program encourages play through songs, games, stories and art. All of these activities are more fun in a group. We encourage you to engage in these activities with your child and to bring other children in your household into the fun.

It is no surprise that young children approach making art as play too. There is a lot going on in their minds as they play through art. Your child may perceive art differently than you do. While adults think of a drawing as a picture of objects, children often draw a series of actions. Their crayon, marker or brush may be treated as a character acting upon the paper. The appearance of their image may change as they make a bird fly, a man hunt or a volcano erupt. This kind of creative thinking and playing is good learning. There is a strong connection between using the hands and language. Art becomes play, which becomes story. Story then becomes enthusiasm for reading which opens the child’s world. This is how art opens a child’s world.

You can help your child with conversations, reading, printing and how to use links. Words in **bold purple** have links to an icon that speaks the word. In this lesson, your child will be learning about animal homes and the forest habitat.

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SOMETHING ROUND: Animals & Shelters

Do you remember Black Elk’s idea about the Great Circle? He said, “The power of the world always works in circles, and everything tries to be round.” Many animals living in the forest have round homes. Some animals make round homes. Some animals find round homes. Animal homes are called shelter, which means somewhere safe. These rabbits, or bunnies, live in a burrow. A burrow is a hole in the ground.

Below are some more forest animals and their shelters.

Beaver and a lodge

Bird and a nest

Bear and a cave
HERE is a video on PBS of a beaver cutting trees and building a lodge.

Animals need more than shelter. They also need water and food. In forests, there are creeks, rivers, ponds and lakes. There is food in the forest. Plant leaves, bark, seeds, nuts and fruit are food. Insects and small animals become food for larger animals. All of the plants and animals in a forest depend on one another to make the circle of life. Plants and animals need the power of the sun for heat, light and energy. They need the planet Earth, the only place in the solar system they can live. The sun and Earth are part of the Great Circle. Everything living and growing in the forest is part of the Great Circle.

Answers:

Who lives near the round pond? An owl lives in a hole in the tree.  
Who lives in a hole in the tree? Some insects live under rocks.  
Who lives under a rock? A turtle has a round home on its back.  
Who has a round home on its back? A beaver.
STORY AS GAME

Do you remember the Great Circle story last time? **Coyote** was a **Trickster**. He found a tricky way to climb to the stars and move them. This time, we will play a game about animals in the forest called **Coyote Says**. It is like **Simon Says**…but different. Remember Coyote is tricky! In this game Coyote will try to trick you, so do not do what he says. *(Adults, for extra guidance please read the tips listed after the directions.)*

- One person calls out what to do. Everyone else plays. Let the grown-up call. It is more fun to play!
- One person will call out an animal of the forest and something that animal does. For instance, “stomp your hoof like a deer, caw like a crow, or chew like a beaver.” If you play inside, the players will run in place and do everything in one spot. Outdoors you can move around, but listen for the next call.
- If the caller begins with “*Rabbit says*”… you should do it! **But** if they begin with “*Coyote says*”… you should **not** do it! You should just stand still and quiet.
- The person calling out can also act out motions. They can act out all the motions for rabbit **and** for coyote. Don’t let that trick you!
- If Coyote tricks you, that is OK. Just laugh and try again. Even grown-ups can be tricked in this game.

**Tips for playing the game:**
Begin with clear directions by Rabbit. Give the kids a chance to have some fun and gain confidence before you get tricky. Then add Coyote into the mix.

*For example:* **Rabbit** says climb a tree like a squirrel. **Rabbit** says swim like a fish. **Rabbit** says wash your hands like a raccoon. **Coyote** says run like a deer.

Once the game gets going, add some spice by saying a quick string of similar calls. When you change quickly to Coyote, you are more likely to trick someone.

*For example:* **Rabbit** says hop like a rabbit. **Rabbit** says hop like a toad. **Rabbit** says hop like a bird. **Coyote** says hop like a frog.

**ACTIVITY: FOR THE BIRDS**

[HERE](#) you will find games and projects about birds by Audubon. These activities are for kids of all different ages, so find something just right for you.
MAKE ART: FOREST HOME 2

Last time, you made a forest habitat from a box. Now make some animals and play forest. You will need cardboard scraps, paper scraps, kids’ scissors, tape, glue and some help.

Here is your forest in a box.                     This will be a stand for an animal.

• Use thin cardboard or stiff paper to make the stand for an animal.
  o First cut a long thin strip and curl it into a cylinder.
  o Tape it in place.
  o Cut two little notches, one on each side.
  o Cut a small rectangle. Insert it into the notches. Make one for each animal.
• Now create a forest animal to glue or clip to each stand. You can draw or color an animal. See next page for ideas. You can make an animal cut from paper scraps and glue. You can make an animal from tidbits about the house. (Ask first.)
• You can add blocks or other toys. Make everything an animal needs to live. How can you make water? A ribbon, some blue paper, a clear blue plastic lid, or something else? How can you make a shelter? A cup, a tiny round lid, a scrap of cloth or something else? Have fun creating a good place to live.
• What happens in your forest habitat? Pretend the animals move and make sounds. It is time to play!
SONG
The land around Elmira and Corning, New York is a forest habitat. In other places, there is no forest. Look at these other habitats below and listen to songs about animals that live in them.

This is what a meadow looks like. It has long grass and flowers. It can be near a forest. [HERE](#) is a song about animals in a habitat. They live in a meadow. You can sing and dance to this song.

This is what the ocean looks like. You cannot see to the other side. Ocean water is salty. [HERE](#) is the same tune, with a different habitat. These animals live in the ocean.
BE THE CIRCLE

Every time you protect living and growing things on Earth, you are part of the Great Circle. It is easy to help birds at this time of year. They are very busy and they need your help. Birds need food, water and shelter like every animal does. These helpful things give them what they need.

1. FOOD: After eating eggs, wash the eggshells and put them in the sun to dry. In a couple days, crush them. Put them out for mother birds. Eggshells are good for her bones. Baby birds eat protein like worms and insects. Bread is junk food to baby birds and is bad for them. Please do not give baby birds bread.

2. SHELTER: Cut some bits of thread as long as your pinky finger and put them outdoors. If you have a dog with short hair, you can put some of your dog’s hair outdoors too. Brush your dog, and clean the brush to collect hair. Birds will use hair to make their nest warm and cozy.

3. WATER: Put a bowl of fresh water high enough that birds can fly to it and cats cannot reach it. You could put it on a big box or on a table. A wide shallow bowl is best. Change the water every day. Birds need clean water.

4. Always, always, always keep your cat indoors. Always.

Thank you for being a Great Circle helper!