

octostudio Educator Guide Explore your World



Overview

Create an interactive project about animals that spark your curiosity!

This activity invites students to be curious and share observations about the natural world by creating projects about animals. They can animate photos or drawings of animals that interest them, record or write their observations and questions.

Age

9 and up

Time

60 minutes

The time and age range can be adapted to your own context

Learning Goals

- Observe and learn about animals that spark your curiosity
- Create a project to share observations and insights
- View the natural world as home to diverse organisms

Related Curriculum Connections

Life sciences, Digital Literacy, Sustainable Development Goals, and more.

Activity Design

This activity was co-designed by the OctoStudio team at the **Lifelong Kindergarten Group, MIT Media Lab** and the **National Geographic Society**.

You can use, adapt and translate this resource under the **Creative Commons license CC BY-NC-SA 4.0**.

OctoStudio



This activity is designed to be used with OctoStudio, a coding app from MIT that works on mobile devices and Chromebooks.

OctoStudio is completely free, without any ads or in-app purchases, and it works without access to the internet.

To learn more, go to octostudio.org.

Explorer Story

NATIONAL GEOGRAPHIC

Hi, I'm Niharika Rajput!
I'm a creative conservationist and National Geographic Explorer from India.

Finding My Passions
I grew up in different places around India because my father was in the military. Military bases can be safe places for wildlife. They are safe because they protect the habitats of the animals that live around them. In my garden, I observed creatures like ladybirds, bodybugs, and beetles. I also liked building sculptures of what I saw. One day I saw a White-Throated Kingfisher for the first time. It was so colorful! I was in awe.

Later, I moved to the city. I lost my connection with nature. Then, I reconnected.

Here I am with my sculpture of the Indian Roller bird. It lives in the forests and cities of my home country, India. Photo: Niharika Rajput

Explore your World was inspired by National Geographic Explorer **Niharika Rajput**.



Activity schedule

Imagine

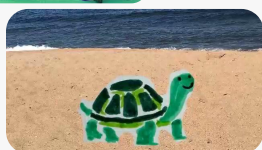
10 min

Slides 3-8

Introduce the theme
Today we'll create animated projects to share about animals and their nature.

You can use the **Slides** to show inspiring example projects.

Imagine



Create

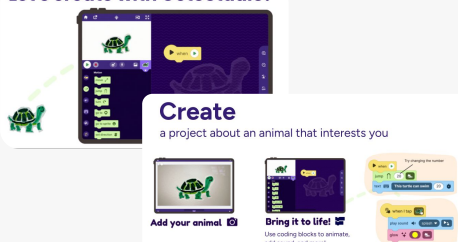
35 min

Slides 9-10

Spend time creating
Make a project about an animal that interests you

Encourage all to start exploring the app by asking:
What is an animal you like or have questions about?
Add it as a sprite in OctoStudio and bring it to life with coding blocks.

Let's create with OctoStudio!



Share

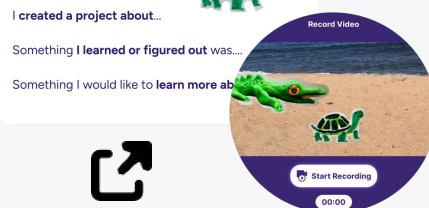
15 min

Slide 11

Share with each other
It's time to share our work in progress!

Invite students to talk about their creative process, with:
I started a project about...
I figured out how to...
I would also like to try...

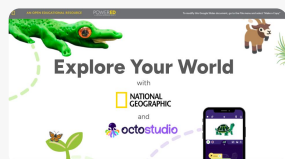
Share



Projects can be shared as video, GIF or OctoStudio file.

Learning Resources

Slides & speaking notes



Student Handout
 An overview of the activity



OctoStudio Coding Cards
 Examples of code to make specific things in the project



Scan for all the learning resources

