

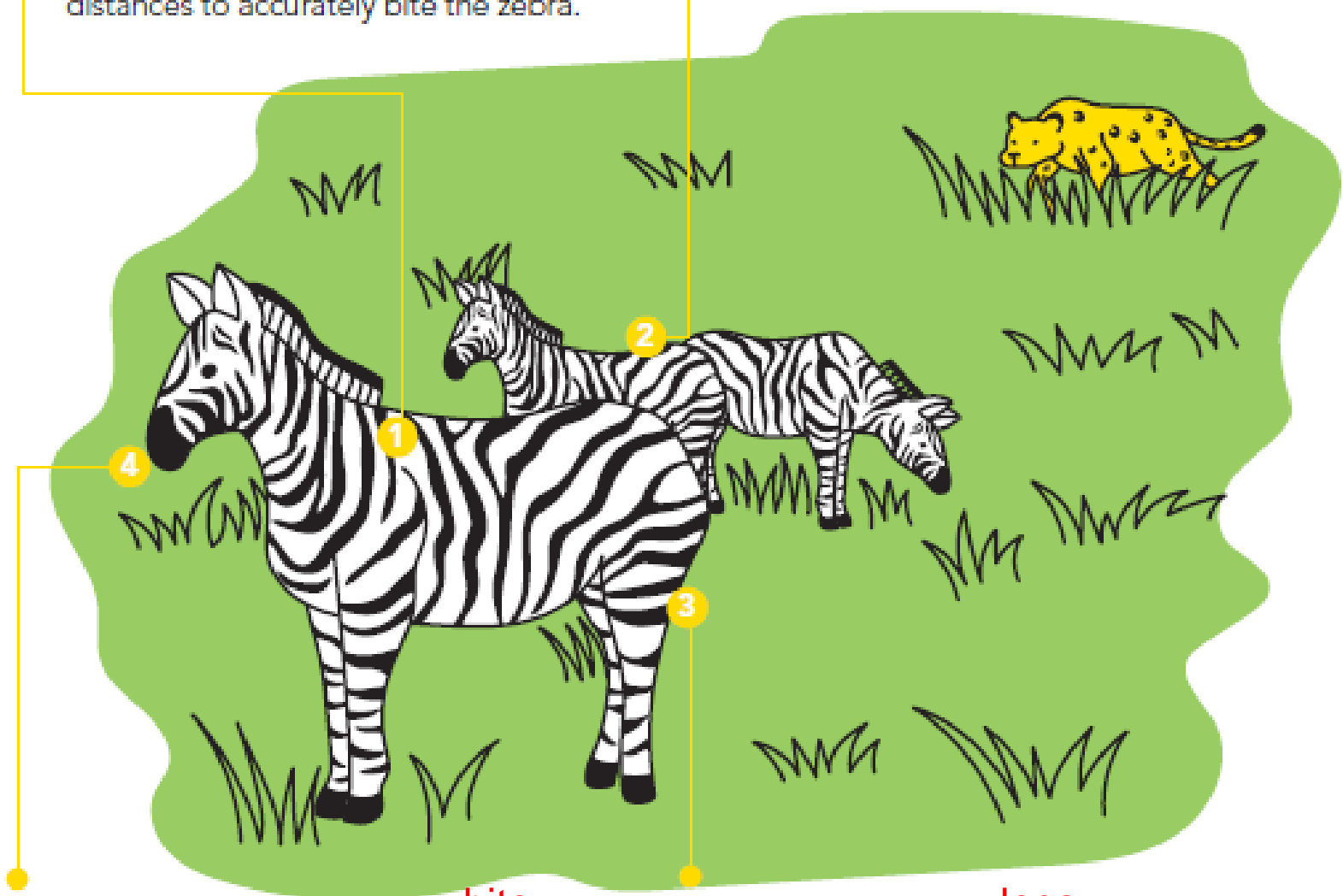
ACTIVITY

How Do Zebras Evade Their Predators?

Identify the zebra's antipredator adaptations and fill in the blanks below.

1. A zebra's **stripes** provide camouflage by "dazzling" its small disease-carrying predator, the horsefly. Disoriented flies are less able to judge distances to accurately bite the zebra.

2. Zebras travel in groups called **herds** to protect themselves. They watch out for each other and circle around wounded zebras to drive off predators.

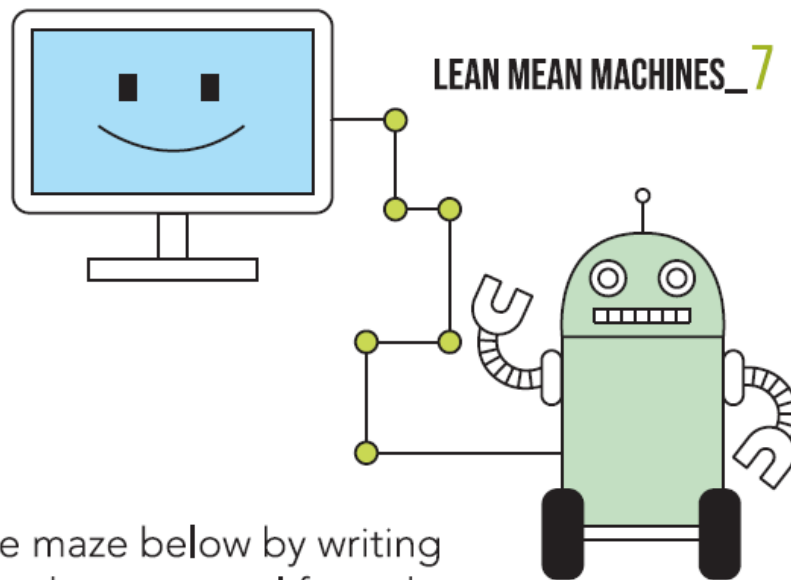


4. When threatened, zebras can **bite** with their teeth. Best not to stay too close to zebras as they get hostile easily!

3. With their powerful **legs**, zebras can kick predators such as lions and take off at a top speed of 68.4 km/h. They also run in a zigzag manner, making it more difficult for lions to pounce on them.

References:

1. Caro, T. M. (2016). *Zebra stripes*. The University Of Chicago Press.
2. Plains Zebra | National Geographic. (2018, September 21). *National Geographic*. <https://www.nationalgeographic.com/animals/mammals/p/plains-zebra/>
3. Toovey, S., Annandale, Z., Jamieson, A., & Schoeman, J. (2004, March). Zebra Bite to a South African Tourist. *Journal of Travel Medicine*, Volume 11, Number 2, 122-124. <https://academic.oup.com/jtm/article-pdf/11/2/122/5105282/jtm11-0122.pdf>

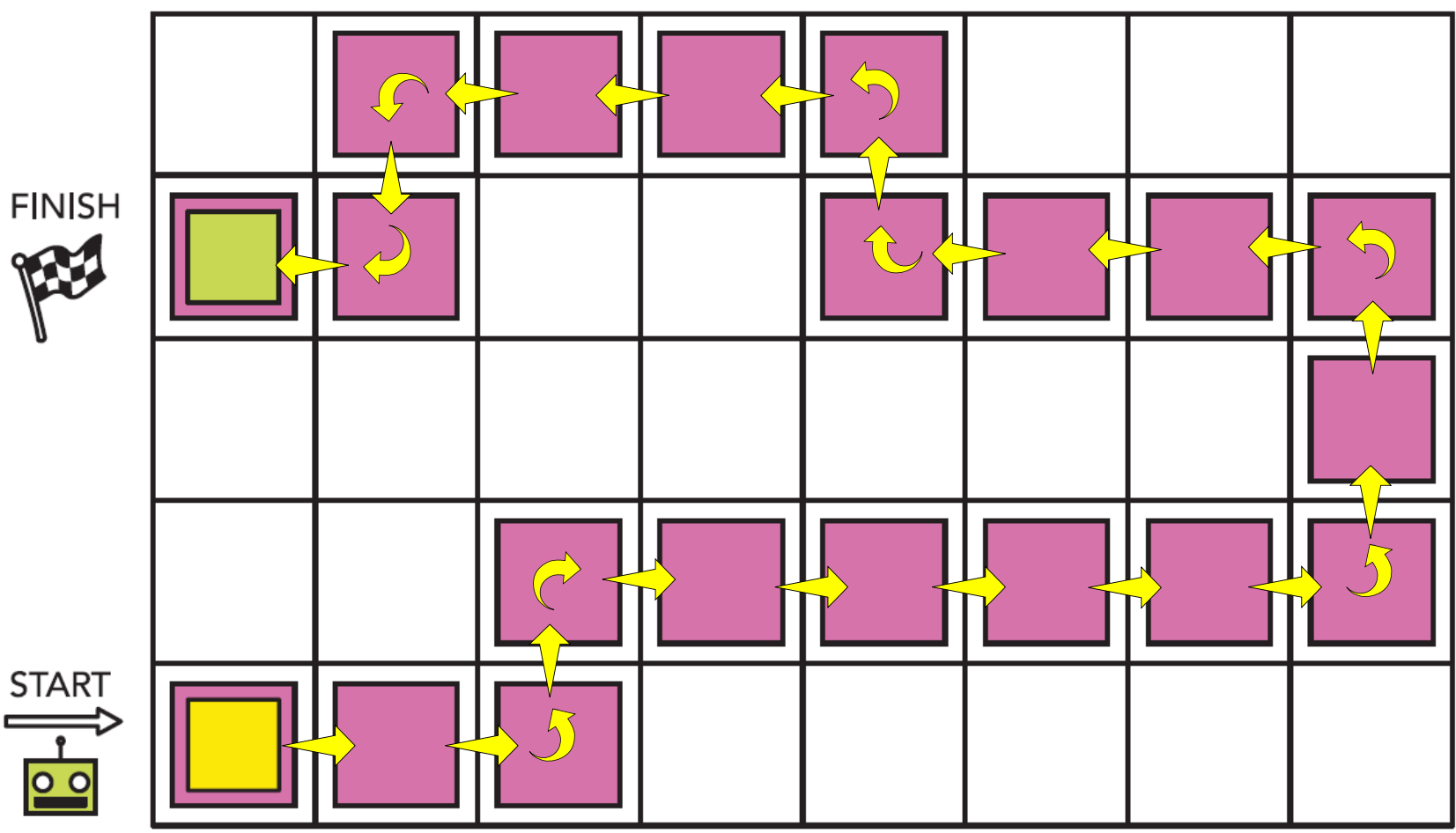



ACTIVITY

Programming Maze


















Imagine you are a computer programmer! Solve the maze below by writing a program — or a set of instructions — to tell a robot how to travel from the yellow square to the green square, moving only along the purple squares.

Be clear and precise when writing your program, as robots follow instructions (even incorrect ones) literally.



 You can check the step-by-step instructions on the next page.

Alternatively, click on this link to view the solution on Scratch!
[Tweens Lab Mag 4 Robotics Map on Scratch \(mit.edu\)](https://www.scratch.mit.edu/projects/417384)

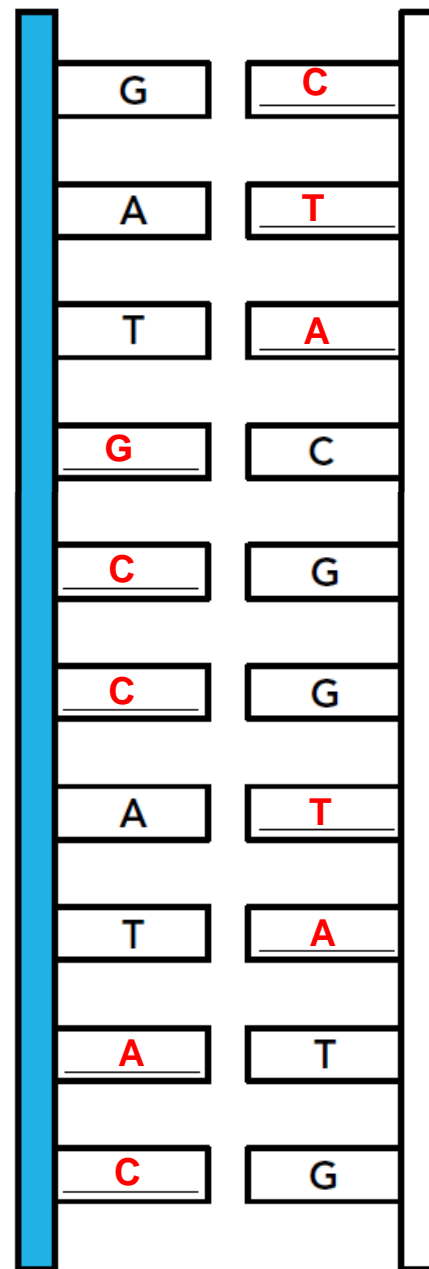
1. At the 'START' point, move forward 2 squares.	
2. Turn left.	
3. Move forward 1 square.	
4. Turn right.	
5. Move forward 5 squares.	
6. Turn left.	
7. Move forward 2 squares.	
8. Turn left.	
9. Move forward 3 squares.	
10. Turn right.	
11. Move forward 1 square.	
12. Turn left.	
13. Move forward 3 squares.	
14. Turn right.	
15. Move forward 1 square.	
16. Turn right.	
17. Move forward 1 square.	
18. You have reached the 'FINISH' point!	

ACTIVITY

Pair Up!

Now that you know more about DNA base pairs, it is time to pair them up! Look at the DNA molecule below. Some nitrogenous bases have been filled in for you. Can you fill in the blanks?

Double-Stranded
Sugar Phosphate



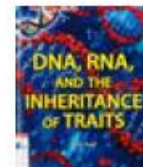
Recommended Reads



Decoding Genes with Max Axiom, Super Scientist
Author: Amber J. Keyser
Call No.: Y 576.5 KEY
Publisher: Capstone Press, 2020.



DNA, Genes and Chromosomes
Author: Mason Anders
Call No.: J 572.8 AND
Publisher: Capstone Press, 2018.



DNA, RNA, and the Inheritance of Traits
Author: Don Rauf
Call No.: J 572.8 RAU
Publisher: Enslow Publishing, 2018.