

Ana  
and the  
Sea Star  
OCEAN LOCOMOTION GAME



# ANA AND THE SEA STAR: OCEAN LOCOMOTION GAME

## ABOUT THE BOOK

### **Ana and the Sea Star**

By R. Lynne Roelfs

Illustrated by Jamie Hogan

Published by Tilbury House Publishers

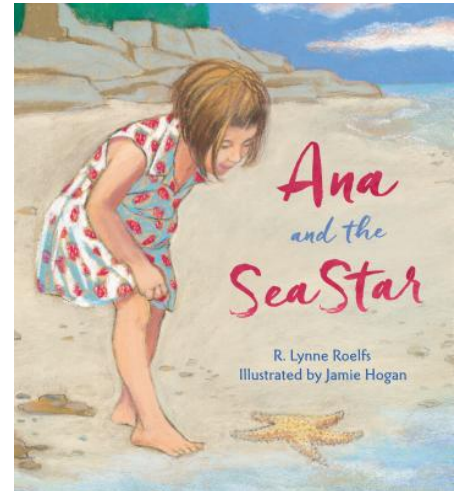
ISBN-13: 9780884485223

Age Range: 4 - 6 Years

A young girl finds a starfish on the beach and wants to show it to her mother at home, but doesn't want to take it from its home. With encouragement from her dad and a little imagination, Ana is able to let the sea star go and yet keep it with her at the same time.

Celebrating the power of imagination and an appreciation of the natural world, the story and back matter invite children into the lives and experiences of a jellyfish, stingray, loggerhead turtle and other sea creatures.

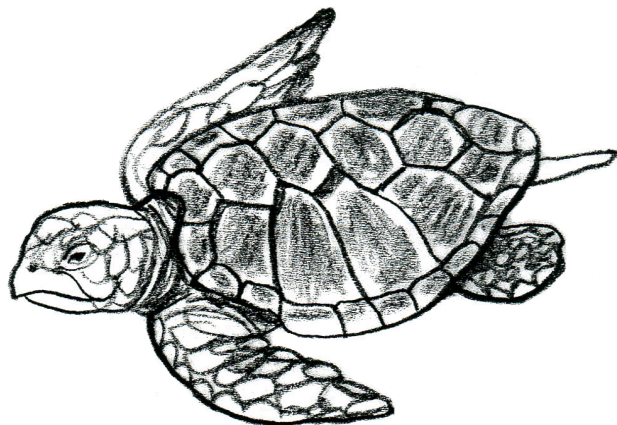
“Hogan's painterly and realistic illustrations take viewers to the beach and under the sea. Her depictions of the natural world evoke the joy of the sea, the salty air, the sand, and the animals that live in this habitat. Hogan's experience as an island dweller in Maine truly shines. Roelfs's text has a lot going on. It covers respecting the natural world, animals of the sea, and using one's imagination through much description and dialogue. The illustrations work well at grounding and depicting the abundant text. There is back matter that provides further description and facts about the animals mentioned in the story, including Ana. VERDICT This gentle story and lovely artwork touch on sea animals, using one's imagination, and respecting nature. An informative and delightful addition” —*School Library Journal*



## STEM CONNECTIONS: LOCOMOTION

The creatures on the beach and in the ocean each exhibit a different form of *locomotion* or movement. To accomplish their movement, they use legs/feet, fins, claws, wings, tentacles, flaps of skin, and more. Share this book to explore the locomotion of:

- Tube Feet: Sea Star
- Undulation: Jellyfish
- Swimming: Fish Tails  
(and Ana's Imagined Mermaid Tail!)
- Bipedal: People and Bird
- Flying: Bird and Ray
- Crawling/Scuttling: Hermit Crab



For the picture book **Ana and the Sea Star** by R. Lynne Roelfs and illustrated by Jamie Hogan (Tilbury House). Locate full activity at [CuriousCityDPW.com](http://CuriousCityDPW.com)

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## STEM CONNECTIONS: LOCOMOTION (CONT.)

If you would like to build a larger lesson or event around animal locomotion, here are some resources you might explore:

Animal Movement Lesson Plan by Tammy Galloway: [bit.ly/AnaStarLesson](http://bit.ly/AnaStarLesson)

Animal Movement Lesson Plan by Sarah Friedl: [bit.ly/AnaStarLesson2](http://bit.ly/AnaStarLesson2)

Animal Locomotion: 10 Marvelous Means of Movement: [bit.ly/AnaStarLoco](http://bit.ly/AnaStarLoco)

Bill Nye on Animal Locomotion: [bit.ly/AnaStarNye](http://bit.ly/AnaStarNye)

You can also explore locomotion with readers with the non-fiction picture book **Flying Frogs and Walking Fish: Leaping Lemurs, Tumbling Toads, Jet-Propelled Jellyfish, and More Surprising Ways That Animals Move** by Steve Jenkins and Robin Page (Houghton Mifflin Harcourt).

## CREATED BY

This activity was created by Jennifer H. Beach, a Certified Professional Environmental Educator and Children's Programmer at Kenton County Public Library in Erlanger, KY, and by Kirsten Cappy of Curious City. You can find more children's book-based play as free downloads at [CuriousCityDPW.com](http://CuriousCityDPW.com).

## GAME PLAY

*"The tide ran away and left quiet pools on the beach. The warm sand kissed Ana's feet as she danced from one pool to the next."* — **Ana and the Sea Star**

### Object of the Game

To feature the different types of movement created by the variety of beach, tide pool, and shallow water creatures.

To allow players to "rescue" stranded sea stars and return them to the kelp bed.

### Game Play

The players will start on the beach (laid out with beige yarn and/or tape upon the event floor) where sea stars have washed ashore (cut-out paper sea stars on the floor). Taking up one sea star each, players will make a wish for the ocean or her creatures upon the sea star. By selection of the game spinner (individually or as a group), players will move like the animal selected (with your guidance and demonstration) across the beach, into the water (laid out with blue yarn and/or tape upon the event floor), and finally end at the kelp bed (laid out with green yarn and/or tape upon the event floor). There, players will release their sea stars.

### Follow-up Activity

Taking the sea stars up again when everyone reaches the kelp bed, players can take their sea stars to an event table where they can write their wish on the back of the Sea Star, color the Sea Star and the Sea Sheet, fold the Sea Sheet, staple the sheet's sides, and slip the Sea Star into its very own sea pocket. Consider sharing photos of players' Sea Star wishes with the hashtag **#SeaStarWishes**.

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## GAME PLAY (CONT.)

### Preparation for Play

1. Create a spinner by:

- Printing the Ocean Locomotion Game Spinner
- Gluing the sheet to a 8.5" x 11" piece of foam board
- Locating a large paperclip and straightening out the outermost wire
- Locating a push pin
- Placing the push pin through the loop of the paper clip (furthest from straightened end).
- Inserting the push pin into the center of the spinner.  
Don't push it all the way in. Leave a bit of the metal of the pin above the board to allow paperclip to spin around the pin.



Watch a demo of making a game spinner at:

<http://bit.ly/AnaStarSpin>

2. Print and cut out enough Sea Stars for each player. If you want to have players draw their own sea stars, prepare for a drawing activity instead.
3. Print out enough Sea Sheets for each player. Consider trimming the top of the Sea Sheet along the water line to make a nice curved edge. These will fold into a pocket to hold the player's sea star for take away.
4. Compile some STEM talking points on ocean locomotion and practice demonstrating the movements for the game.
5. Consider where you will play the game. You want a space wide enough that your players stand an arm's width apart and long enough that they can take about 15-20 steps.
6. Secure items to create a beach and ocean on your event floor. For example, if you are doing the event on a carpet, locate a beige skein of yarn for sand, white yarn for the sea foam, a blue skein of yarn for the sea, and green yarn or scraps of felt for the kelp bed. If you have an uncarpeted space, consider using colored painter's tape. If you have a collection of seashells, they can be put to use as well!

### Setting up the Game

1. Lay out your "game board" with long lengths of beige yarn or tape for the beach, white lengths of yarn or tape for the foam, blue lengths of yarn or tape for the sea, and green yarn or tape pieces or felt for the kelp bed. Decorate the game board with sea shells or plastic sea creatures if you have them.

2. Lay the paper Sea Stars on the "beach."



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## GAME PLAY (CONT.)

3. Stock your craft table with Sea Sheets, crayons or colored pencils, stapler, and pencils.

### Playing the Game

1. Players will take turns spinning the spinner, or the programmer will spin for the whole group. Players will advance by making the movements associated with the creature on the spinner. Players will begin on the beach and advance toward the kelp bed.

If the spinner reveals the:

- **Crab:** Move forward 3 small steps with fingers wiggling like hermit crab legs. Duck down to "hide" in shell.
- **Sea Star:** Imagine you have 100 tiny feet instead of 2 human-sized ones. Scuttle forward 6 tiny, tiny steps.
- **Ray:** Move forward 3 large gliding steps, while slowly "flapping" arms like wings, then settle to the floor to await next turn.
- **Sea Turtle:** Pat your head. Do you feel your hard turtle shell? Glide slowly forward in 3 large steps while holding your "turtle shell."
- **Plover:** Run forward 4 small steps, then step back 2.
- **Person:** Spin in place.

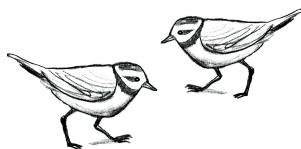
2. Players will lay their stars into the kelp bed to finish the game.

3. Players can take their sea star to the craft table to color it and write their wish on it.

4. Consider sharing photos of players' Sea Star wishes with the hashtag **#SeaStarWishes**.

## TAKE AWAY

Share the Sea Stars & Other Ocean Creatures hand-out with families, educators, and players.



# OCEAN LOCOMOTION GAME SPINNER

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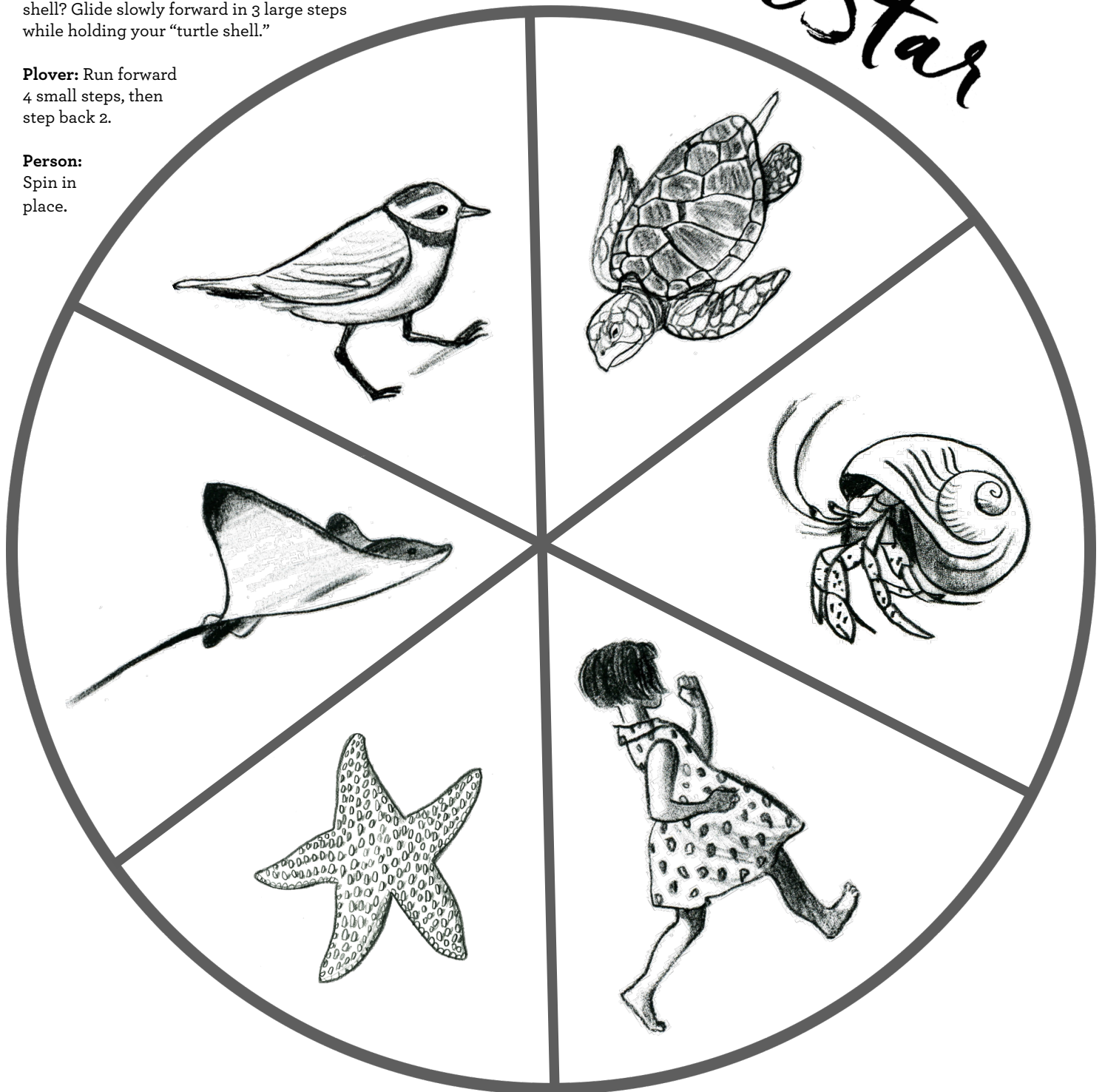
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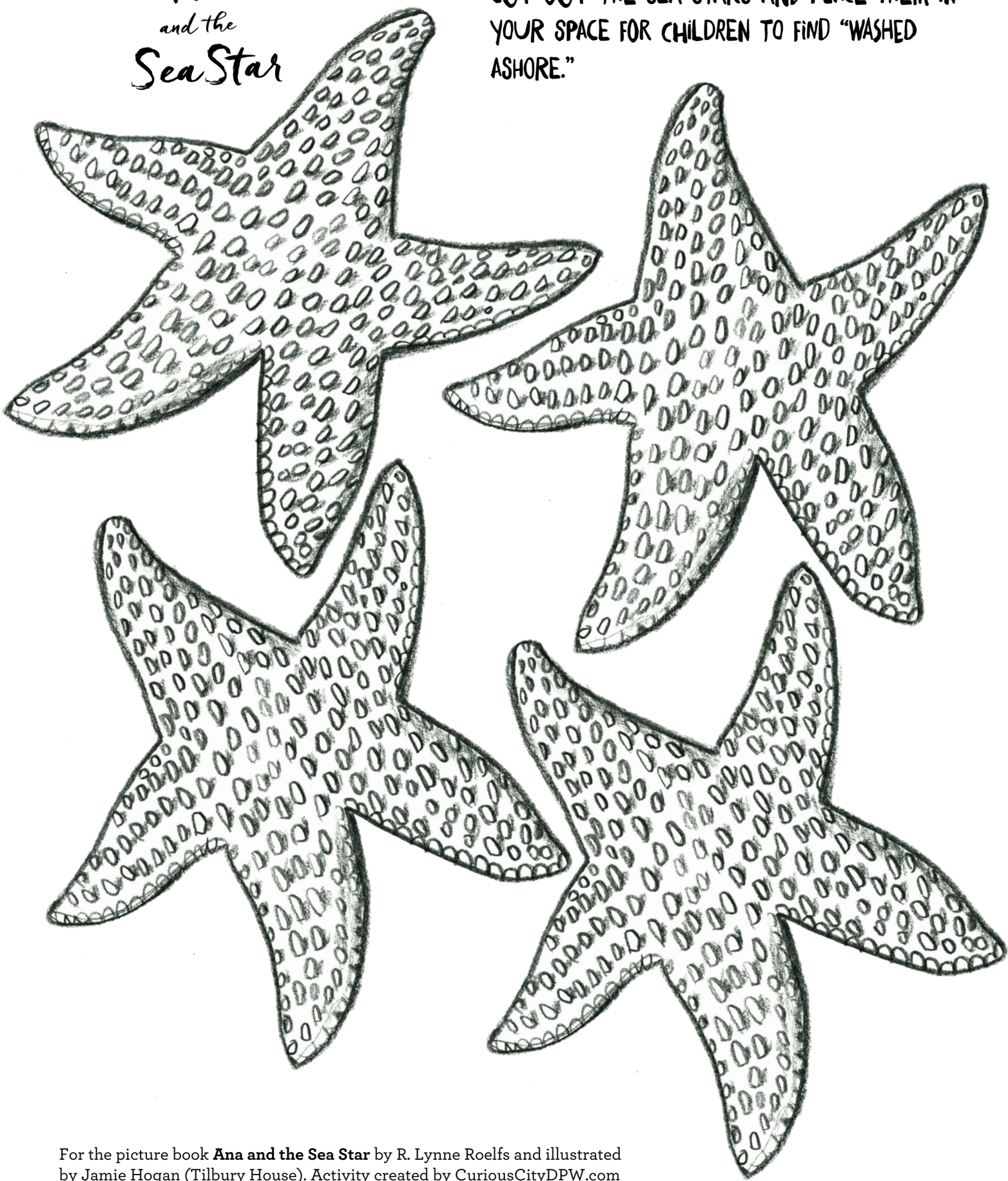
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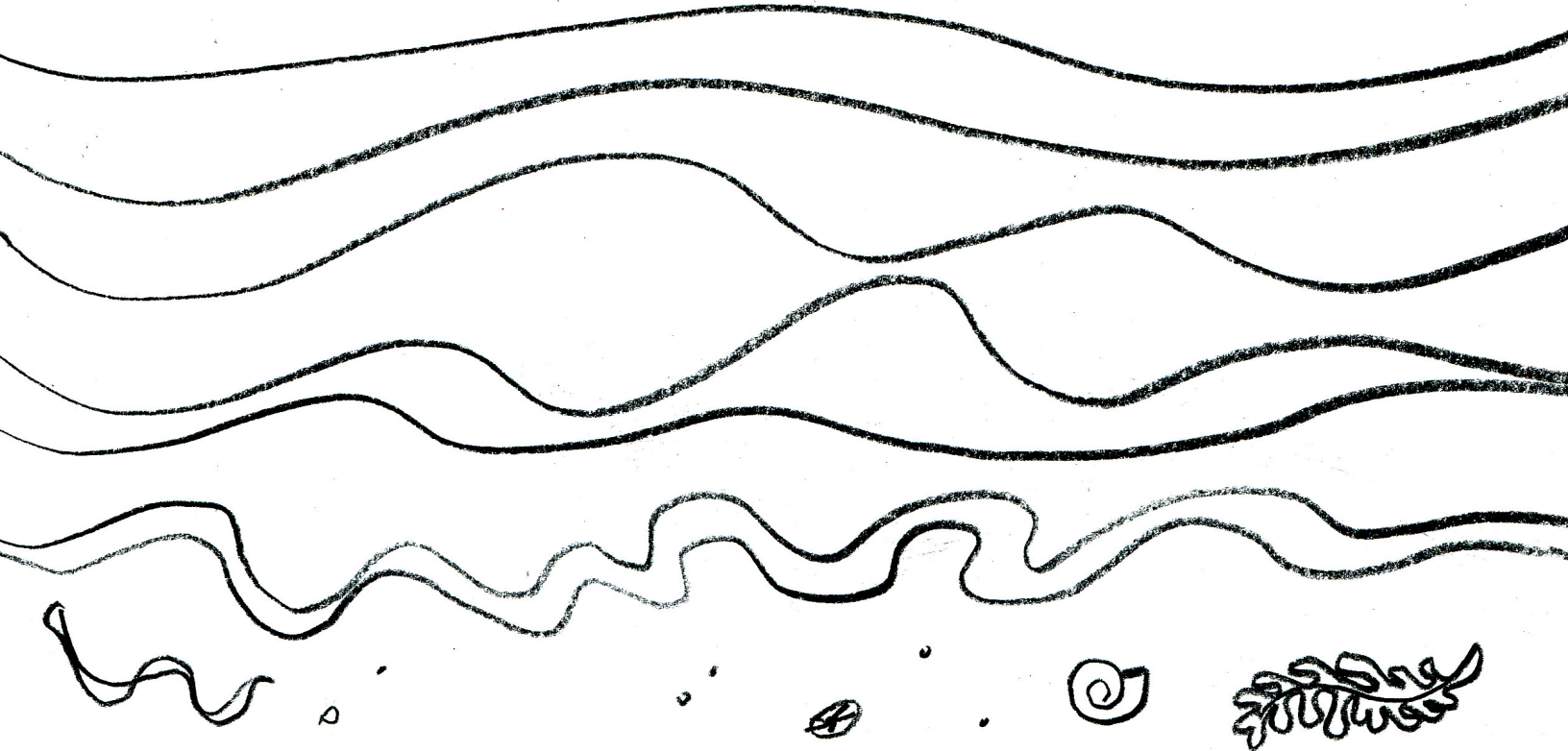
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CUT OUT THE SEA STARS AND PLACE THEM IN  
YOUR SPACE FOR CHILDREN TO FIND "WASHED  
ASHORE."

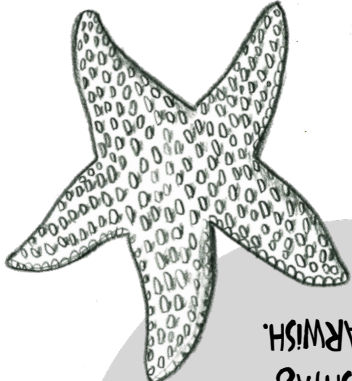




FOLD ON THIS LINE. IN THE DIRECTION OF THE BACK SIDE OF THE PAPER. STAPLE SIDES TO MAKE A POCKET FOR YOUR SEA STAR. COLOR!

A PICTURE BOOK BY R. LYNNE ROELFS & ILLUSTRATED BY JAMIE HOGAN (TILBURY HOUSES)

# Anna and the Sea Star



WRITE YOUR WISH  
FOR THE OCEAN AND ITS  
MANY CREATURES ON THE BACK  
OF YOUR SEA STAR. CONSIDER  
SHARING A PICTURE OF YOUR  
WISH ONLINE WITH  
THE HASHTAG  
#SEASTARWISH.



# SEA STARS & OTHER OCEAN CREATURES

# SEA STARS & OTHER OCEAN CREATURES

## EXPLORE MORE

### ABOUT SEA STARS

<http://bit.ly/AnaStarNatGeo>

<http://bit.ly/AnaStarAqua>



### ABOUT TIDE POOLS

Human Impact & Conservation:  
<http://bit.ly/AnaStarTidepool>

Vocabulary:  
<http://bit.ly/AnaStarTides>

Adaptations:  
<http://bit.ly/AnaStarAdapt>

Name That Tide Pool Animal:  
<http://bit.ly/AnaStarName>

### ABOUT OCEAN HABITATS

<http://bit.ly/AnaStarHabitat>



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