

# CULTURAL NEWSLETTER

April 2017

Dear Parents,

We've concluded our invertebrate studies and since then we've been exploring the seeds and flowers that are busy bringing so much beauty all around us. We dissected both seeds and flowers and identified which parts contributed to the plant life cycle. You remember that plants are distinguished by the ability to create their own food. (Leaves = Food Factory) ... but how is the plant kept alive before the seed produces the leaves that make the food? Ask your child!

Now we are ready to explore the rest of the living world: VERTEBRATES! We will begin with a close examination of the spine which includes exercising, making models of the spine and viewing an x-ray of the spine. We will also watch an entertaining movie that will reveal more fascinating facts about our skeletons. Did you ever wonder how our legs are strong enough to support and move our bodies? Ask your child how! By the end of the week he/she will also be able to *show* you!

Our zoology work for the remainder of the year of the year will focus on **the mechanics and benefits of having a spine for fish, amphibians, reptiles, birds and mammals**. As with each invertebrate phylum, we will study exactly how each of these very different animals stay alive by:

- **Moving**
- **Breathing**
- **Eating**
- **Excreting**
- **Growing**
- **Sensing**
- **Reproducing**

*Is it truly amazing what members of each phylum do to stay alive!*

To kick off the Fish Unit, we'll have a whole fresh fish in the classroom which the children can touch (a first-time experience for many of them!) Those who are "brave" enough can hold the fish and observe how the spine helps the fish swim. We will also see a movie about fish with their spines, scales and fins and then - of course - we will make models, posters and books ... Lots to do!

Wishing you and your family  
a lovely Spring!

*"Don't worry that children never listen to you. Worry that they are  
always watching you."*

*~ Robert Fulghum, american author (b.1937)*