

# Hybrid Animals with Pages & AR Makr

## Conceptualise in Keynote and Render in AR

### Activity

Students will ideate and create a hybrid animals combining different characteristics learnt in animals and/or adaptations. They can conceptualise by drawing on Pages and tabling their characteristics / habitats et cetera. Then use ARMkr to render their hybrid in Augmented Reality.

### Objectives





- Students can explore their creativity and collaborate within groups to create a hybrid animals
- Explore the different characteristics of animals and create a potentially helpful creature
- Conceptualisation and documenting in Pages before rendering it in AR with ARMkr

### Extensions

P6 Students can also use this activity to reinforce concepts of structural and behavioural adaptations in their hybrids

## Have a go



- 1 Open Pages  and create a new document.  
Create a table of characteristics and habitat adaptations for the hybrid animals
- 2 Using the Apple Pencil, draw how the animal will look like with those characteristics. Tap on to access more options, tap on 'Export' and 'Images', select 'PNG'.
- 3 Using  AR Makr, create a new scene, tap on 'NEW' select the flat scene and draw your hybrid animal and different components of its habitat.  
Add any organisms which are part of the food chain if possible.
- 4 Extension, Use the camera  to take a video of your hybrid animal in its environment, cast into AR.  
Add video to the Pages document and include a voice clip  describing why have your group created such an animal.

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