

Session Plan – Environmental Games (KS1 & KS2)

This session lasts one hour and is suitable for a maximum of fifteen children.



Learning Objectives

- Children understand that the natural world around them holds a diversity of fascinating organisms
- Children understand that organisms' bodies are adapted to their lifestyles
- Children understand that each organism needs an appropriate habitat in which to live

Personal Development Objectives

- Children work in groups to achieve common goals
- Children learn to assess risk and behave accordingly
- Children are inspired with a sense of responsibility towards other organisms

Curriculum Links

KS1 – Life processes and living things

Pupils should be taught:

- 1b. that animals move, feed, grow, use their senses and reproduce
- 1c. to relate life processes to animals and plants found in the local environment
- 5a. to find out about the different kinds of plants and animals in the local environment

KS2 – Life processes and living things

Pupils should be taught:

- 1c. to make links between life processes in familiar animals and plants and the environments in which they are found
- 5. all points covering adaptation, feeding relationships and micro-organisms

Safety Considerations

Refer to relevant risk assessments for the site and session.

Resources

Blindfolds, paper and pencils

Introduction

Explain to the children that they will be playing games in order to learn about wildlife and in particular to think about what it would be like to be a different creature. Explain to them that in order for them to understand they need to listen carefully to the rules of each game in order to enjoy themselves and learn as much as possible. Explain to them that they must play safely and responsibly in order to avoid anyone being hurt.

Activities

Generally in an hour it is possible to play three or four games with a group of 12 children. It is important to focus on quality of delivery, including a summary of what the children have learned through play, rather than getting them to play as many games as possible in an hour.

Depending on site, time of year, weather and other conditions, we offer a selection of the following games:

- Bat and moth (or dolphin and fish), through which children learn about echolocation and how other organisms experience the world
- Meet a tree, through which children have a sensory experience of the natural world and learn to work with others
- Bug's journey, through which children learn about habitat, relationships between organisms and food chains
- My leaf (or my stone), through which children learn to observe natural objects closely and communicate what they have learned, and to work with others
- Predator, through which children learn about relationships between organisms and food chains
- Un-nature trail, through which children learn to observe nature and consider the impacts of our waste on the natural world

Conclusion

Ask the children what they have learned and what they most enjoyed. Repeat the main messages of the games they played. It is especially helpful to refer to specific examples of organisms and habitats they will experience during the other sessions in their timetable.

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