

Learning Session

Animal Behaviour

Year

Learning Outcome

Session Outline

0-2

- ✓ Describe different ways animals move.
- ✓ Give examples of different sounds animals make.

Learners will be taken on a sensory journey through the Zoo to discover how animals use sound, sight and movement to communicate with each other; and use their space in a range of habitats.

3-4

- ✓ Give examples of how different animals move.
- ✓ Explore the different ways animals communicate at Wellington Zoo.

Learners will observe the diverse ways in which animals move. Through guided observation out in the Zoo, we will examine the different ways that animals communicate and have a guess at what they might be trying to say!

5-6

- ✓ Give examples of the different ways animals communicate at Wellington Zoo.
- ✓ Explain how we build our animal habitats to encourage their natural behaviours.

A wild party at the Zoo? Whatever will we do? Learners will explore the ways in which we design and construct our habitats to suit our amazing animals. Guided observations of our animals will help learners examine the ways animals communicate.

7-8

- ✓ Describe how different animals use their bodies to communicate.
- ✓ Discuss advantages of living in a group.
- ✓ Recognise the relationship between animals' movement and group structure and habitat construction.

Learners will discover how animals use sound, sight and movement to communicate with each other and use their space in a range of environments. Connections will be made between construction of habitats and an animal's movement, group structure and adaptations.

Curriculum Links

Science

Ecology Level 2: Recognise that living things are suited to a particular habitat.

Life processes Level 3-4: Recognise that there are life processes common to all living things and that these occur in different ways.

Science and Technology Level 4: Experience and demonstrate how science, technology, and the environment influence the selection and use of equipment in a variety of settings.

Arts

Dance Level 1: Improvise and explore movement ideas in response to a variety of stimuli.

Music Level 1: Explore and express sounds on musical ideas, drawing on personal experience, listening and imagination.

Health and Physical Education

Movement concepts and motor skills, Level 1: Develop a wide range of movement skills, using a variety of equipment and play environments.

