

Practical Title: Create an Animal

Focus and Principles: Creative modelling as a means to encourage pupils' Higher Order Thinking

Equipment: A ball of plasticine for each pupil
Can be supplemented with access to craft/junk materials

Time: 45-90 minutes

Suggested pupil group size: Individuals or pairs

Further instructions:

- Ask the pupils to use the plasticine to create an animal adapted for a particular habitat. You could give them a range of example habitats to choose from (see slides) or assign pupils to particular habitat.
- Ask the pupils to be prepared to introduce their animals to each other and to be able to justify how their animal is adapted to its habitat.
- Facilitate a discussion with pupils to share ideas about useful questions to think about. For example: how big their animal is, how it moves, what it eats, whether it is nocturnal or diurnal, predator or prey etc.

Extension:

- Ask the pupils to decide (and justify) if their animal is a mammal, amphibian, insect or bird
- Using additional plasticine ask the pupils to model the stages of the life cycle of their animal

Possible learning objectives:

- To understand that animals can be classified according to their features
- To be able to describe different life cycles
- To understand that animals are adapted to suit their habitat in different ways
- To use evidence to justify ideas

Focused recording:

- Pupils could label the adaptations of their animal and give reasons for classification
- Pupils could create/illustrate homes for their animals to create a habitat display
- Photos could label photographs of their life cycle models to describe the process

Health & Safety:

Teachers always need to risk assess practical activities for their children and defer to their health and safety advisor for the most up-to-date source of health and safety guidance. This training cannot be relied upon as source of health & safety guidance.

