



<p><u>Experience and Outcomes</u> I can use my knowledge of the interactions and energy flow between plants and animals in ecosystems, food chains and webs. I have contributed to the design or conservation of a wildlife area. SCN 2-02a</p> <p><u>Learning Outcome</u> Pupils will use a range of materials to construct a habitat for bugs and small creatures. We will call it a Bug Hotel. The children will demonstrate an understanding of the different types of habitats of creatures. They will follow instructions and use their imagination to improvise solutions to problems. They will use their understanding of size, weight and scale to select the best position and construct their hotel.</p>	<p><u>Resources</u> Hoops, natural resources including pine cones, sticks, leaves, grass, seeds, moss etc. No Funghi.</p>
<p><u>Activity</u> Introduction teams of 3/4. Each team has a hoop and three minutes.</p> <ol style="list-style-type: none"> 1. Which group can collect the most pine cones into the hoop? 2. Which group can collect the most leaves? 3. Which group can make the longest straight line with sticks. Sticks must be shorter than your forearm. <p>Teams race to collect resources to construct their habitat. 1 and 3 are essential, 2 is optional depending on wind strength.</p> <p>Children select position for their hotels. This should be away from paths, under bushes or in corners. The habitat is constructed in layers.</p> <ul style="list-style-type: none"> • Base of pinecones, 2 or 3 deep. • Sticks are used to create a roof over this, similar to building a pyre for a fire. • Leaves, moss, grass, seeds, berries are used to cover the whole hotel. These disguise it and will rot down to provide food. • 	<p><u>Assessment</u> Use photographs and peer assessment. Walk round all hotels. Children should be able to explain to each other how they constructed their hotels. Visit after a week to see what creatures have moved in and how well the construction lasted.</p>