MY ANIMAL PARK (LEVEL 1)

Description	Learners will design their own animal park to learn to group animals based on shared characteristics as a way to introduce taxonomy in the animal kingdom.	
Leading Question	How would you design your own animal park or reserve?	
Total Time Required	~ 2 and 2.5 hours total over 4 days	
Supplies Required	Paper, color pens, pen/pencil, scissors, glue	
Concepts Covered	Animal Kingdom Animal Classification Animal Rights and Ethics	
Learning Outcomes	 Literacy: Reading and writing practice Literacy: Learn some key words associated with animals such as— animal names and habitats,reserves, and zoos. Biology: Understanding of animal classification based on similar traits and/or habitats Presentation skills 	
Required Previous Learning:	 Knowledge of alphabets in the language of instruction Familiarity with some animals and their names 	

Day 1

Today you will learn about the different places where animals can live.

Suggested Duration	Activity and Description
5-10 minutes	 Introduction: the purpose of this project is to design an animal park reserve that has animals grouped together in different ways. Ask the learner if she or he knows what the differences are between parks/reserves and zoos. You may refer to a park or reserve that exists in your country, if applicable. Explain that:



- Animals are caged in zoos and they do not have enough space to walk around freely.
- Animal parks and reserves are more open for animals and they can walk around freely in places that look like their real homes.
- Ask the learner which option they think is better between a zoo or park/reserve.
- Alternative: if learners do not know what a zoo or an animal park are, it might be easier to ask them to design a jungle that has at least three different types of habitats (places where animals live).
 Suggested habitats:
 - An area with many trees
 - An open area with grass
 - An area with a pond/lake or other water body.

30 minutes

- Learners will play the following game with their families to think of their favorite animals, those that will be at their animal park or jungle.
 - On a piece of paper, the learner will write the alphabet of the language you want them to conduct the project in. For example, A-Z
 - The learner will begin to say the alphabet out loud (e.g.: A, B, C, D, E...) and someone else will stop them at any letter. All players must then come up with an animal name that starts with or contains that letter. For example, if the learner is stopped at the letter E, each player must come up with an animal name that begins with or contains that letter (e.g. elephant, snake etc.)
 - If learners do not know many animals yet, they can look at appendix 1 and identify an animal whose name contains that letter
- The game can stop when 10-20 animal names have been collected.

DAY 2

Tell the learners: Today you will learn to classify and group animals.

Suggested Duration

Activity and Description



10 minutes

Learners will learn about some ways to classify and group animals.
 Ask the learner to look at or draw images of different animals and think of how they are similar.

Prompts:

- What are some animals that are similar to each other?
- Why are they similar? Does it have to do with how many legs they have, if they can swim or fly? Where do they live? What do they eat? What are other ways we can compare them?

Allow the learner to brainstorm.

30 minutes

- The learner will write down four categories that animals can be classified into and try to put 3-5 animals under each category. Suggested categories:
 - Number of limbs (like legs and hands in humans)
 - Ability to fly, swim or run
 - The food they eat (grass, fruits, bugs, meat, other animals)
 - Habitat (where they live snakes live in the desert; monkeys live in forests, etc.)

Example:

Category 1: Live in forest	Category 2: Have 4 limbs
1. Monkey	1. Cat
2. Bear	2. Lion
3. Animal 3	3. Animal 3
4. Animal 4	4. Animal 4
5. Animal 5	5. Animal 5
6. Animal 6	

- Alternative: if it is easier, learners can categorize animals by habitat into:
 - Pets
 - Farm animals
 - Wild animals
- TIP: if he or she cannot write yet, you can write down the names of the animals and categories in dotted lines and ask the learner to trace them AFTER he or she has come up with the categories and animal names



40-45	
minutes	

- The learner will draw each animal on the list they came up with from yesterday's game and make cut outs of the animals using a pair of scissors.
- TIP: the learner can look at the animals in the in appendix 1, or any other book, magazine, textbook etc. that contains images of animals
- TIP: limit the habitats to the ones that are familiar to the learner. If you live in a dry country, the learner will likely know what a desert is. If you live in a country with a lot of forests, use forests or jungles, water bodies, etc.

Day 3

Tell the learner: Today you will use your art skills to design and create your own animal reserve!

Suggested Duration	Activity and Description	
30 minutes	 Learners will design an animal reserve (or jungle) using the cutouts she or he made yesterday. Ask the learner to: Draw the spaces (at least two different ones) where the animals are going to be living? Options include: grass, pond or aquarium, desert-like area, forest-like area with trees. Learners can see appendix 2 for ideas Glue the cut out of each animal where it belongs on the reserve. Ask the learner if animals in the same habitat share any similarities. Suggested prompt: do the animals you put in the water have something in common? If they are different, what differences do they have?	
10 minutes	Numeracy extension (optional):	
	Draw the table below and count the number of animals under ea category that are in your animal reserve (or jungle). You can change the categories to suit the ones used on day 2 for classifying the animals. E.g., in the first column, you can write far animals and wild animals as the categories instead.	
	Category	Number of animals
	Animals with 4 limbs	



Animals with ability to fly	
Animals that eat plants	

Day 4

Tell the learner: Today you will present your jungle and get feedback about it.

Suggested Duration	Activity and Description
10-20 minutes	 Learners will present their reserve or jungle to the family and explain: The different types of animal habitats The names of animals in each habitat 2-3 examples of similarities and differences between animals. For example, snakes and camels both live in the desert, monkeys eat plants, but lions eat meat.
10-15 minutes	 Parents/Guardians will give feedback on the reserve/jungle design and presentation and revisit the discussion from day 1 around animal parks or reserves and zoos. Optional questions for the learner: Do you think it's right to put animals in zoos? Why or why not? Parents discuss how the best thing for an animal is to be in the wild, but that a park, reserve or sanctuary is better than a zoo because animals are not caged in very small spaces and are put in places that resemble their natural habitats. Explain that many animals are protected from hunting that way
10 minutes	 Reflection questions for Day 1-4: Here are some guiding questions to help the student reflect on what they have learnt for the past 4 days. What is one thing that I have learned from the project? What are some of the ways in which we can categorize animals? Of the two, zoo and park/reserve, which is the best place for animals to live? Why?



ASSESSMENT CRITERIA

- Completed sketch of animal reserve or park (or jungle) with 2 different habitats or other grouping categories.
- Presentation: names of animals, animal habitats, 2-3 examples of how animals are similar or different.

ADDITIONAL ENRICHMENT ACTIVITIES

- You can extend the learning from this activity by increasing the number of categories on which learners can compare animals
- You can also ask the learner to write a sentence on each animal describing its appearance or behavior in their notebook.

General comments and observations based on the Project Review Rubric developed.

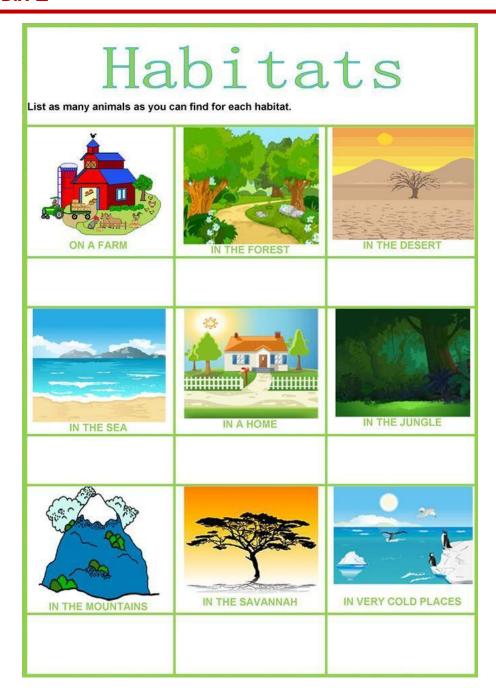


APPENDIX 1



Source: https://www.eslbuzz.com/learn-english-vocabulary-through-pictures-100-names-of-animals/

APPENDIX 2



Source:

 $\underline{\text{https://en.islcollective.com/english-esl-worksheets/material-type/fun-activities-and-games/animals-habitat} \underline{\text{s/108960}}$