

Session Outline

KS1&2: Nocturnal Animals (Daytime Session)

This outline is a general guide for what to expect during your session with us. Activities and session structure may vary depending on weather conditions and other circumstances.

Learning Objectives	Session outline	Evaluation of Learners progress
 Identify and name a variety of common animals. Describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. Identify carnivores, herbivores and omnivores and name different sources of food. Identify how animals and plants are adapted to suit their environment in different ways. 	Introduction The class will have a brief welcome and introduction to the day. Activities This daytime session is designed to teach students about the animals that roam Milton Keynes at night. Activities revolve around a special skill associated with a variety of different nocturnal British animals including badgers, owls and hedgehogs. We will discuss nocturnal adaptations such as echolocation in bats with a game of "bat and moth", caching in foxes with a memory game, and defense mechanisms in hedgehogs through natural art.	To include: Discussion with children before, during and after the visit. Photographs which you may take for post visit discussions, displays and activities.
	We also offer a night-time version of this session, with different activities.	
Pre Visit activities	Post Visit activities	Relevant activity risk assessments
Write descriptions of the terms "nocturnal", "diurnal" and "crepuscular". Create a true or false game about nocturnal animals and common misconceptions (i.e. not all owls are nocturnal). Assign students a nocturnal species to research – can they find out 5 fun facts about them?	Test out some of your own nocturnal skills: Fill a bag with objects and challenge students to find different items using only their hands. Pop on a blindfold and try to locate the direction of a sound (i.e. this could be made by another student, or from a sound source). Spray or pour some different scents onto cotton wool – challenge your students to identify the smells. Darken the room (or try this at home at night)– can your students identify the colour of different items in the dark? Write a story about your local park at night – give the animals names and characters and think about what fun they might get up to!	Guided walks for schools Games