# Practical activities

**Notes for the teacher** - If your children need to review their learning, you can use these activities to support them.

## Habitat diorama

**The resources you will need for this activity include:** shoeboxes, natural materials (e.g. sand, leaves, twigs), scrap paper, glue, crayons and animal picture cards.

**Activity:** Children choose a habitat (e.g. desert/rainforest/ocean/savannah) and build a small diorama showing the conditions there. They add an animal card and include features that help it survive – e.g. camouflage colours, shelter, food sources, water, or movement clues. Children present their diorama and explain how the animal is suited to the habitat.

This will help the children to understand that animals have features and behaviours that match the conditions of their environment and help them meet their basic needs.

## Camouflage art studio

**The resources you will need for this activity include:** animal outline templates (e.g. frog, lion, penguin, zebra, fish), crayons or paints, scissors, glue and printed habitat backgrounds (e.g. savannah/rainforest/ocean/woodland).

**Activity:** Children choose an animal outline and a habitat background. They study the colours, patterns and shapes in the habitat and redesign the animal's body, so that it can hide there. They colour or paint the animal to match the surroundings, cut it out and place it onto the background to test whether it blends in. Children could then write a simple sentence explaining how their camouflage helps the animal survive.

This will help the children to understand that animals have features such as colour and pattern that help them hide from predators or prey, and that these features are suited to the habitat they live in.

## Feature to creature design challenge

**The resources you will need for this activity include:** feature cards (e.g. thick fur, long legs, fins, stripes, claws, wide feet, long eyelashes, sharp teeth), paper, crayons, scissors and glue.

**Activity:** Children pick four feature cards at random. They use these features to design and draw a brand new animal. Once their creature is complete, they decide which habitat it would live in and explain why those features help it survive there. They give their animal a name and write a short description of how it gets food, water, shelter and space.

This will help the children to understand that animals have features suited to their environment and that these features help them meet their basic needs.