

ANIMAL KINGDOM

LEARNING OUTCOMES

Having completed this badge members will:

- Create a list of animals according to categories;
- Explain some safety rules when around animals.



BADGE REQUIREMENTS

1. Bring a pet or favourite soft animal toy and talk about it.
2. Know some health and safety rules to keep when around animals.
3. List some different types of animals, birds and fish.
4. Make your own animal.
5. Visit a place with animals.

EXPLORERS
MOONBEAMS



TIME FRAME

Three - Four
weeks

AIM

To introduce
members to
a variety of
animals.





Teaching ideas



1. Bring a pet or favourite soft animal toy and talk about it.

Allow children a few minutes to show and talk about their pet or soft animal toy.



2. Know some health and safety rules to keep when around animals.

Two rules are: a) washing hands after touching an animal to prevent germs and other pests from being transmitted to humans; b) only pet an animal when its owner gives permission as some animals don't like to be touched.



3. List some different types of animals, birds and fish.

Introduce members to a variety of animals, birds and fish. This could be done using various categories, e.g. prehistoric, jungle, farm, reptiles, mammals, predatory birds (e.g. eagles), water mammals (e.g. whales), reef fish and referring to a limited number of species.

Create a list, poster or other media of animal pictures that are either drawn or cut from magazines. The list should include at least 10 animals, birds or fish. Several posters or lists could be made.

Make a scrapbook/s of animals, birds and fish.



4. Make your own animal.

Allow members to design their own animal and name it. A variety of media could be used, e.g. paper, pencils/crayons, modelling clay or plasticine.



5. Visit a place with animals.

Some examples include a zoo, farm, aquarium, bird sanctuary, petting zoo, nature reserve, museum, wildlife refuge.