

### Experiences and Outcomes:

SCN 0-01a	TCH 0-03a
SCN 1-01a	TCH 1-03a
SCN 1-02a	TCH 0-09a
	TCH 0-11a
	TCH 1-11a
	TCH 0-12a
HWB 0-47a	TCH 1-12a

### DYW link:

**Vet:** A vet is someone who treats sick or injured animals. Vets can specialise in different types of animals e.g. domestic, farm, exotic.

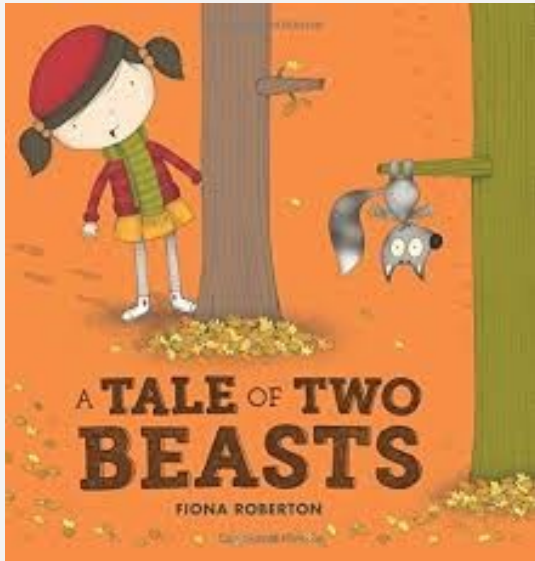
**Journalist:** A person who writes for newspapers, magazines, or news websites or prepares news to be broadcast.

### Resources required:

Egg cartons/cardboard  
 Butterfly pins  
 Materials to decorate  
 Magnetic letters  
 Camera/iPad

### Activity/Challenge:

- Create a snapping crocodile.  
*Using egg cartons or other cardboard construct a crocodile's head which opens and close. Butterfly pins can be used to connect the top and bottom of the mouth together. Decorate with paint, tissue or other media. Then use the crocodile mouth to pick out letters from an assortment of objects.*
- Create a 'breaking news' clip warning of the dangerous letter eating crocodile.  
*Using a camera or an iPad create a clip which warns of the crocodile and how to stay safe.*
- Construct a food chain of the animals that feature in the book.



### Experiences and Outcomes:

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|-----------|-----------|
| SCN 1-01a | TCH 0-09a |
| SCN 0-12a | TCH 1-09a |
| SCN 1-12b | TCH 0-11a |
|           | TCH 1-11a |
| MTH 0-13a |           |
| MTH 1-13a |           |
| MTH 1-13b |           |

### DYW link:

**Park Ranger:** The main responsibility of a park ranger is protecting and supervising designated outdoor areas. Park rangers make sure that campers, hikers and other visitors are following the rules-including fire safety regulations--and do not disrupt the natural environment.

**Horticulturist:** is a person who grows flowers, fruit, and vegetables, especially as their job. They also have to be aware of the wildlife where they are growing and how they can both help and hinder growing.

### Resources required:

- Shoebox
- Paper
- Cardboard
- Scissors
- Sticky tape
- Hat template
- Gummy shapes

### Activity/Challenge:

- Create a new house for Fang.  
*Using a shoebox and other materials and create a house Fang would prefer to stay in.*
- Design a new hat for Fang that contains patterns.  
*Use the hat template and decorate with a series of patterns using gummy shapes to create a new hat for Fang.*
- Go on a walk in an outdoor space.  
*What can be seen, heard, smelt, touch? How does local wildlife's senses differ from that of a human? Why?*

Design a hat that includes shapes and pattern.

