

# Wildlife Olympics

## Ideas under the topic can include:

### KEY STAGE 1:

- Observations on how the animals move; jumping, running, hopping, flying and their relation to movement on and above the ground, underground (burrowing) and above ground.
- Examples of animals with two legs, four legs and their related movement.
- Categorize animals using expressions "bigger than" and "Smaller than".
- Work out a "Table of Toes" to show the most common number per animal.
- Pick a favourite animal to mimic the movements of, in a "Zoo Dance". E.g., stalking like a Lion, jumping like a Wallaby, slithering like a Snake or flapping like a bird.

### KEY STAGE 2:

- List as many of the different ways the animals at Paradise Wildlife Park move.
- Discuss why certain animals move the way they do and how it may affect their size or build. E.g. animals that burrow have strong arms.
- Research information on animal records and find out which can jump the highest/furthest, which is the fastest, slowest, largest and smallest. Why not compare to Humans!
- Set up a mini Olympics for your class testing the movements they find at the Wildlife Park.
- Discuss what influences the animals' specific movements and how that would vary in a Wildlife Park. E.g. chasing food, moving for water, escaping from other predators, the influence of the climate, playing with other animals and attracting a mate.
- Research and identify animal tracks. Which animal has the largest stride length?

### To support the topic of "Wildlife Olympics", Paradise Wildlife Park has to offer:

1. Explanatory signs giving information about the animals' movement habits and speed capabilities.
2. The birds of Prey Display. Watch amazing flights by the world's most amazing birds.