

HAPPY PAWS



TEACHER GUIDANCE NOTES



LESSON LENGTH: 1 hour

Can be taught as five mini lessons, each lasting 10-15mins. This can be done in any order; if you teach the five lessons on separate occasions you can 'resume where you left off'.



EQUIPMENT: Each lesson includes interactive activities (such as drag and drop or click-ing) which can be done as a whole class via an interactive white board. If you want to enlarge the lesson window adjust the zoom in your browser.

SUGGESTED AGES: Reception, KS1 and lower KS2

LEARNING OUTCOMES:

-  Pupils can identify the five basic welfare needs of animals
-  Pupils can understand how to meet these welfare needs as pet owners

KEY MESSAGES:

-  Raystede aims to give the next generation of pet owners the skills and knowledge they need to treat animals with care and respect.
-  Being a responsible pet owner means providing the right type of home, diet, companionship, health care and behavioural opportunities for that animal.

EXTENSION IDEAS:

Students can reinforce/test their knowledge and try to become a Raystede Ranger which will earn them a certificate and badge. By visiting our website and completing the five quizzes based on the activities they have completed in this lesson they will discover a secret code. This can be emailed directly to education@raystede.org or each student can tell you the code, for you to do a whole class submission.



There are also [other activities](#) available for students to enjoy.

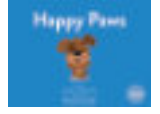
LESSON PLAN



INTRODUCTION

'Happy Paws' title slide

Ask students how many of them already have a pet, and how many think they would like a pet when they are grown up, before clicking 'start'.



'Let me show you' title slide

Discuss their initial ideas on what pets need to live their best life, before clicking 'next'.



Animal needs diagram slide

Ask a student to choose one of the five symbols and say what they think it might represent, before you click on the symbol to reveal the animal welfare need.



SHELTER

AIM

To discover what various animals need in their dream homes and why

Watch the short film to see some of the different homes our animals live in

ACTIVITY 1: Who would live in a home like this?

Display photo of an animal home and ask class to vote for which of the 3 animals would be happy living there.

Click on the most voted for animal; once correct animal is chosen hover over the animal icons to discover what they like about this home.

ACTIVITY 2: Make a happy home for a hamster

Drag and drop each of the items into the place where you think it should go within the hamster's cage; as each item is added students will find out why the hamster needs it.



FOOD

AIM

To discover what you should and shouldn't feed various animals and why

Watch the short film to see what different foods our animals eat to stay healthy

ACTIVITY: What makes my dream dinner?

For each of the three animals, drag and drop the food items which you think should be in their ideal dinner into each animal's bowl.

Once all healthy items are in place find out why things are good or bad and watch a short film of a Raystede animal enjoying their dinner.





HEALTH

AIM

To discover how to keep various different animals healthy

 **Watch the short film to see how we keep our animals healthy**

 **ACTIVITY: Become a virtual vet**

View instruction slide and explain to the class that they are going to become virtual vets and that they have 3 animal patients to see. Start the game to enter the waiting room.

Choose one of the animals, click on it and then ask students to drag and drop each of the paw prints onto the part of the animal which they think would need checking. Once they find a correct body part, discover what they should look and feel for.

(Dog: nose/ears/coat/paws. Cat: mouth/ears/coat/paws. Rabbit: mouth/eyes/bottom.)

When all four pawprints have been placed on your chosen animal, click on 'waiting room' to return to the other patients and/or to finish the activity.



EXERCISE

AIM

To discover the different types of natural behaviours that different animals display

 **Watch the short film to see our animals showing off their talents**

 **ACTIVITY: Animal charades**

Using the first 'Act like a dog' slide, ask the whole class to wag their tails and to pant to introduce the game of charades.

Ask a pair of students to stand in front of the board, facing the class (they are not allowed to turn round and look at the board). Click on picture to display the next animal slide, then ask the class to follow the written and picture instructions to act as that animal. The two students at the front must guess which animal the class is pretending to be, based on their behaviours.

Repeat for all other animal slides, with a different pair of students each time.



LOVE

AIM

To discover what type of company different animals prefer

 **Watch the short film to see who our animals like to share their homes with**

 **ACTIVITY: Find your friend pair puzzle**

Pair up each animal with its ideal best friend by dragging and dropping each puzzle piece to its matching pair.

Once the pair is formed, read the sentence explaining why the pair are a good match and ask the class to guess the missing word before clicking to reveal.



END

Once all activities are complete, and the welfare diagram is coloured, click on the happy dog symbol in the middle to end the lesson.



GET MORE INVOLVED



**BOOK AN OUTREACH
VISIT WITH US**



FUNDRAISE

Raise money to help us to care for our animals.



RAYSTEDE
GIVING ANIMALS A BETTER LIFE