



A Virtual Learning Journey to Singapore Zoo



created in collaboration with







TOPICS COVERED IN THE VIRTUAL LEARNING JOURNEY

SHAPE

CONDUCTING THE VIRTUAL LEARNING JOURNEY



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- 1. Screen **Pause & Play** video (<u>click here for video</u>)
- 2. Conduct activities* on sizes, patterns, and movements (refer to the ideas on the following page or design your own)

*Difficulty levels can be scaled up or down to suit your students' abilities.







Below are suggested activities which you can adapt accordingly. You may wish to design your own activities as well!





ACTIVITY IDEAS: SIZES

- Level 1: Label 'big' and 'small' things in the classroom
- Level 2: Arrange items in the classroom according to size
- **Level 3:** Print photographs of animals and describe them using comparatives and superlatives (*eg: big, bigger, biggest*)







Pause & Play 🕅



ACTIVITY IDEAS: PATTERNS/SHAPES

- Level 1: Identify some shapes in the patterns from the (eg: circles in a spotted pattern) and create your own patterns
- Level 2: Create other types of patterns (eg: AB, AAB, AABB)
- **Level 3:** As a class, research other animals with interesting body patterns and recreate them with craft materials









ACTIVITY IDEAS: MOVEMENTS

- Level 1: 'Move and Freeze': Teachers to give command while students move or freeze on the spot
- Level 2: Teachers name an animal and students pretend to move like that animal
- **Level 3:** Print photographs of animals and movement words before the session. Get students to match the animals to the respective words (*eg: swim, fly, gallop*)



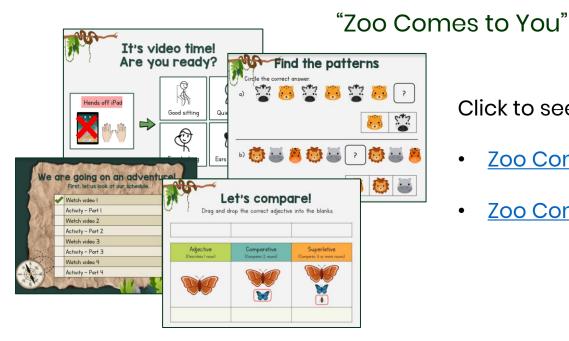
END







SAMPLE 'BOOKCREATOR' ACTIVITIES FROM PATHLIGHT SCHOOL



Click to see:

- Zoo Comes to You Level 1
- Zoo Comes to You Level 2/3 •

OR CREATE YOUR OWN!





