

# All About Animals



## Session Description

An opportunity to develop a deeper understanding and appreciation of a variety Marwell's iconic species based around the animals viewable at each of our hub locations: -

**Evolution2** (educator led) – Using a replica skull we think about the features and adaptations of one of Africa's most iconic species. This session then moves on to a chat about the general features of viewable species.

**Wild Explorers** (educator led) - Starting with the zebra we move through the wild explorer complex following pupils' interests with the viewable species

**Tropical House** (educator led) – an immersive experience involving a range of rainforest fauna and flora

**Science & Learning** (self-guided) – using tabletop activities, interactive smartboard, and animal biofacts for topic-based discovery.

## Learning Objectives

### Early Years/Key Stage 1

To find out about the animals at Marwell.

### Key Stage 2

To find out about characteristics and behaviours of different species at Marwell.

### Key Stage 3

To find out about variation within and between different species at Marwell.

## National Curriculum Links

Curriculum coverage is dependent on which direction the session follows. However, our All About Animals sessions support delivery of the following statutory requirements:

### EYFS

The Natural World

### KS1-3 SCIENCE

Working Scientifically

Animals including humans

Genetics and evolution



**Marwell  
Wildlife**