

Farming Animals

Main idea: Research livestock farming. Focus on animals needs and the technologies used to care for animals.

Stage	Learning Experiences	Resources & Outcomes
ES1 & Stage 1	<ul style="list-style-type: none"> Introduce collective nouns & animal naming words and guide students to complete 'Farmyard Nursery' to build language. Survey the class & record data 'Graph Favourite Farm Animal'. Arrange toy farm animals from smallest to largest. Discuss needs of cows, sheep pigs and chickens (fencing, water, food, sheds, shelter/trees). View 'LandLearn Images' to see images of these animals to discover what common needs and special needs each has? With class, construct simple sentences with illustrations to record findings. Complete 'Farm Animal Find-a-Word'. 	<p>'Farmyard Nursery' activity 'Graph Favourite Farm Animal' activity 'LandLearn Images' Flickr 'Farm Animal Find-a-Word' activity</p> <p>S&T:STe-8NE, ST1-11LW ENG:ENe-9B, EN1-9B MATHS:MAe-17SP, MA1-17SP</p>
Stage 2	<ul style="list-style-type: none"> View 'From Farm Gate To Your Plate' and tour a piggery from birth to the fattening shed. Have a group discussion about the use of technology in video. (NB: video shows piglet being born) Discuss needs of a variety of livestock. Groups research how and why farmers use technology to care for livestock and consider how to keep predators (foxes, birds, rabbits) out. DEC 'keeping animals in schools' link has some very practical information about livestock needs. Complete 'Livestock Needs – Two Animals', a Venn Diagram to show common needs and special needs of two chosen animals. Challenge students to complete 'Farm Animals Thinkers Keys' Stage 2 & 3: Project/STEM ASSESSMENT TASK: Make a Chook House Model 	<p>'From Farm Gate To Your Plate' YouTube 'Livestock Needs – Two Animals' activity 'Farm Animals Thinkers Keys' activity 'Keeping Animals in Schools' web site</p> <p>Project/STEM & ASSESSMENT TASK STAGE 2 & 3: Design & Make a Chook House Model</p> <p>S&T: ST2-16P/ST2-10LW</p>

ENG:EN2-11D

Stage	Learning Experiences	Resources & Outcomes
<p>Stage 3</p>	<ul style="list-style-type: none"> View "Farm It Maybe" showing a young farm boy performing a rap depicting how much he loves his life growing up on a dairy farm in the US. List daily events on a dairy farm and illustrate. Introduce the needs of livestock with 'Mapping a Sheep Property'. Discuss the use of map icons and symbols. Groups investigate livestock needs and the use of technology used to raise animals and report back to class. Include some more challenging livestock e.g. oysters, goat, alpaca, salmon. Complete 'Livestock Needs – Three Animals' Venn Diagram to demonstrate students understand the needs of farmed animals. Stage 2 & 3: Project/STEM ASSESSMENT TASK: Make a Chook House Model 	<p>'Farm It Maybe' YouTube</p> <p>'Mapping a Sheep Property' activity</p> <p>'Livestock Needs – Three Animals' activity</p> <p>Project/STEM & ASSESSMENT TASK STAGE 2 & 3: Design & Make a Chook House Model</p> <p>ENG: EN3-5B MATH: MA3-17MG</p>