

EARLY STAGE ONE AND STAGE ONE – SCIENCE

Living World: Eco-Spies

UNIT OVERVIEW

Eco-spies explores the features of, and ways in which, living things grow and change. Students will develop an understanding of how living things depend on places in their environment to meet their needs.

SCIENCE OUTCOMES

Early Stage 1

STe-1WS-S observes, questions and collects data to communicate ideas

STe-2DP-T develops solutions to an identified need

STe-3LW-ST explores the characteristics, needs and uses of living things

Stage 1

ST1-1WS-S observes, questions and collects data to communicate and compare ideas. ideas

ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity

ST1-4LW-S describes observable features of living things and their environments

INQUIRY QUESTIONS

Early Stage One

- What do we notice about living things?

Stage 1

- What are the external features of living things?
- How can we improve a local environment to encourage living things to thrive?



Eco-Spies - Program Outline

ACKNOWLEDGEMENT OF COUNTRY - WHAT DOES THAT MEAN FOR US LIVING HERE IN WIRADJURI COUNTRY

Students take part in an acknowledgement of country activity showing respect to the traditional owners of this land, the Wiradjuri people.

INTRODUCTION

Students discuss and define the scientific concepts of environment and habitat. Using role play, students meet the most DANGEROUS animal in the world!

HIDING PLACES – WHO AM I? INVESTIGATING ANIMAL HABITATS

Using soft toys to represent native species, students search for native species in their habitats. Students are given a set of clues which they will discuss before searching for their native animal in its habitat.

ECO SPIES ON THE JOB - HABITAT ASSESSMENT

Students utilise working scientifically skills to undertake a habitat assessment of an ecosystem. Students work in groups to identify invertebrate species and predict the habitat of different types of organisms.

ENVIRONMENTAL GAMES

Students participate in the Threatened Species Game and the Koala Game. These games are designed to engage students to develop an understanding of human impact on native species.

EVALUATING AND REFLECTING

Students discuss what they have learnt throughout the day and how they can continue to be Eco Spies looking after our amazing animals and our environment r now and for the future.

For bookings or further enquiries about this program, please contact Red Hill Environmental Education Centre on 02 6374 2558 or redhill-e.school@det.nsw.edu.au.

