



# Animals & Habitats

## // Activities & Games

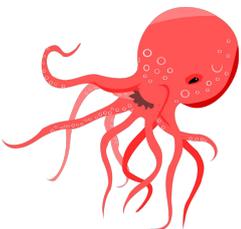


## CREATURE FEATURES

### Overview

**This role play activity examines the physical characteristics of native creatures.**

**EXTEND THE ACTIVITY** by looking at how the creature is adapted to its environment; build a model of the creature or create and name a fictional creature with special, adaptations and features.



### Supporting information & resources:

Pictures of creature group e.g. insects, marine or woodland mammals (use the web, ID books or picture cards)

### What to do...

- 1 Ask your learners to get into small groups and chose a creature from the picture set.
- 2 The group can now investigate the creature and identify the different body parts, e.g. head, thorax, tail, wings, etc.
- 3 Working together, each group can try to create the whole animal by each member acting as one of the separate body parts. Give time for the group to practice and adjust themselves.
- 4 In turn each group tries moving around the space as the creature.
- 5 Can the remaining groups work out which creature is being acted out?