Continuous provision: Animal adventures

These optional activities are designed to complement the learning objectives of the 'Animal adventures' unit. They reinforce core learning across different areas of provision, promote independence and cater to various learning types.

Kapow Primary™

Reading area

Provide a selection of non-fiction books about animals. Encourage the children to look closely at photographs and identify the features that different animals have, such as tails, long legs or feathers.

Messy play area

Read the story 'Duck in the truck' by Jez Alborough. Prepare a large tray with brown oobleck to simulate mud. Include a truck, a boat, rope and small world figures of the duck, frog, sheep and goat. Display photocopies of the story pages as a storyboard. Demonstrate how to use the storyboard and objects to reenact thehow to use the storyboard and objects to reenact the story.

Role play area

Provide zookeeper hats and zoo animal masks for the children to engage in zoo role play. Remind them that zookeepers care for the animals by feeding them, cleaning them and keeping their living areas tidy.reenact the story.
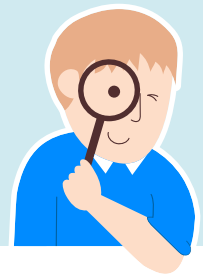
Fine motor area

Provide a selection of coloured pasta shapes, lengths of string, poms-poms and googly eyes. Demonstrate how to use the equipment to thread pasta onto string to create a snake. Complete the snake by sticking a pom-pom on one end and adding two googly eyes.

Creative area

Provide photos of zoo animals for children to create pictures with pastels, paint, pens or collage. Encourage them to look carefully at the features and include these in their artwork.

Investigation area

Provide sorting hoops and a selection of small world animals. Prepare labels featuring images alongside simple descriptions to encourage independence such as: four legs, has wings, has fur, lives in water and has stripes. Ask the children to select one label and place it on a hoop. Instruct them to find animals that match the criteria on the label and place them inside.