



# Education Resource Pack

## Foundation Stage

### Introduction

The Foundation Stage Resource Pack is an educational tool for teachers to use in conjunction with a visit to Bournemouth Oceanarium. Whilst at the Oceanarium the children will explore the beautiful aquatic life that lurks beneath the surface of the World's waters, ranging from tropical to temperate climates in both marine and freshwater environments.

All the activities are designed to be fun and educational and relate in some way to the creatures that are present at the Oceanarium and to the natural world itself. These activities will help the children explore the sights, sounds and colours of these places from the comfort of the classroom.

The aim of this resource pack is to help the children, as well as the teachers, to learn more about wildlife, bringing the children closer to some of the incredible animals that would otherwise live thousands of miles away.

The activities in this pack require little teacher preparation – most materials are already found in many classrooms and we have provided additional resources (templates, maps etc) where appropriate.

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### The Shark Food Game

This is a physical game, which requires some space.

To start with get the children to talk about what we eat as humans. Now discuss with the children what they think a shark might eat in the sea (dispelling the rumour that sharks eat people but maintaining the notion that sharks are carnivores).

The game itself requires the children to be arranged in a circle. Then pick one child to be the shark. The shark has to 'swim' clockwise around the circle and then pick a fish as its prey by tapping them on their shoulder and saying 'chomp chomp'. The fish now has to 'swim' clockwise round the circle away from the shark and back to its original position. If the fish succeeds then the shark stays the same, but if the shark catches the fish then the fish becomes the shark.

To add some variation you could say 'be careful little fish' to which the children must walk, or 'quick little fish run away, the shark is hungry for a meal today' at which the children speed up.

Resources required: Imaginative children, lots of energy, space.

### Does it Float or Sink?

This exercise is designed to encourage the children to think about what might float and what might sink.

For this you will need to get a selection of objects like stones, coins, paper wrappers, wood, feathers, etc. Ask the children to make a prediction as to whether the object will float or not.

To add some variety, change the height the object is dropped from and ask the children to describe what happens then.

Resources required: Various objects, water tray, water.



**Fish Bingo**

The first part of this activity requires the bingo boards and cards (provided) to be cut out either by the teacher or the pupils.

The children should be divided up into groups of between 3 and 5 and receive a board and set of cards per group.

The teacher then describes one of the creatures featured on the boards, using the descriptions listed below:

Animal	Description
Turtle	Hard green shell, eats seaweed, has a beak
Shark	Eats smaller fish, has sharp teeth
Stingray	Flat body, hides in sand, sting in its tail
Catfish	Whiskers, lives in rivers, large mouth
Starfish	Five arms, slow moving, sticks to rocks
Crab	Hard shell, crawls on seabed, has strong claws

Using their memory of the Oceanarium (and the pictures on the bingo cards to help), the children must identify if the creature you are describing is on their board and if so, place the bingo card on top of the relevant picture on their bingo board.

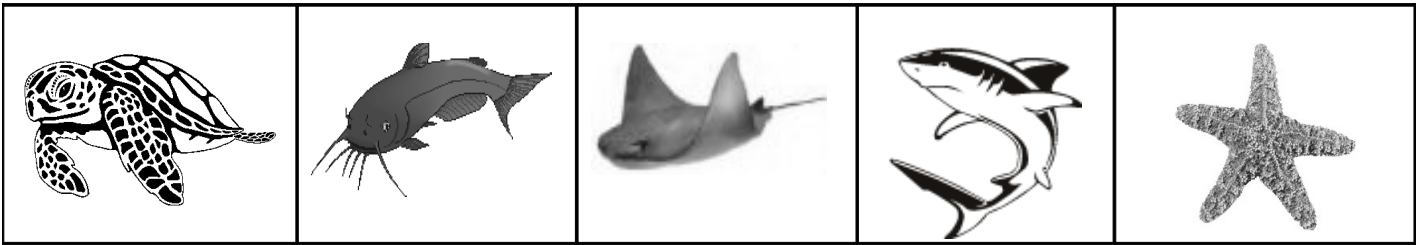
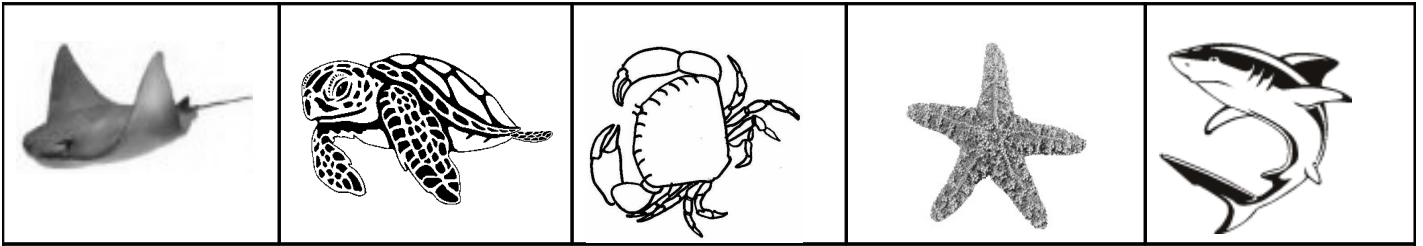
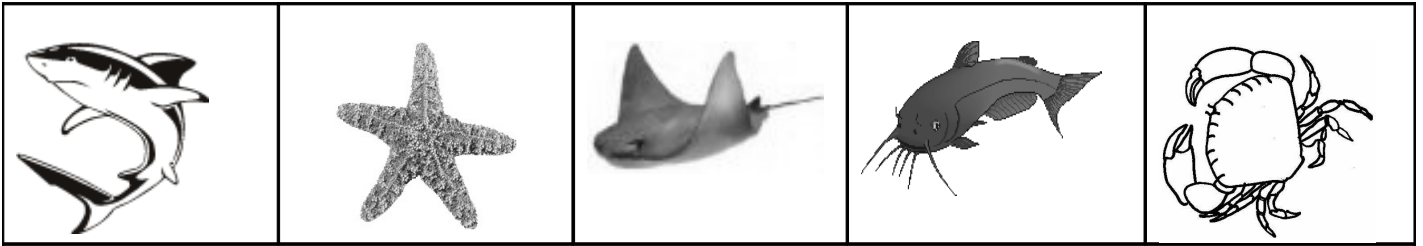
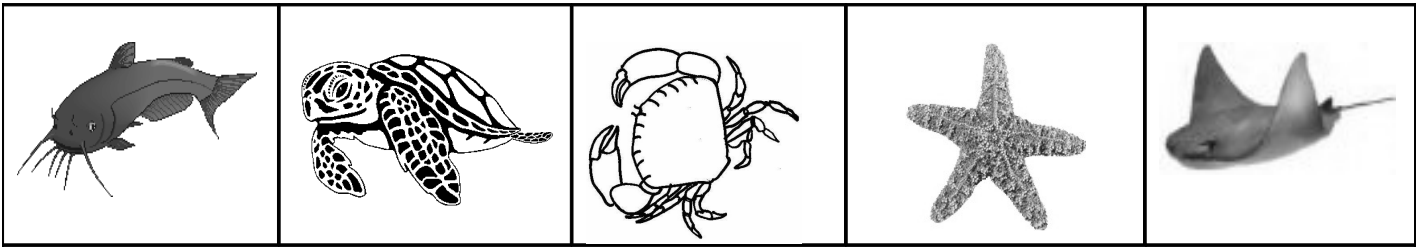
After 5 of the 6 creatures are described you will end up with one group being the first to complete their board at which point they should shout 'Bingo'.

This game can be repeated – varying the order in which the creatures are described will result in a different team winning each 'round'.

Resources required: Bingo boards and cards provided.

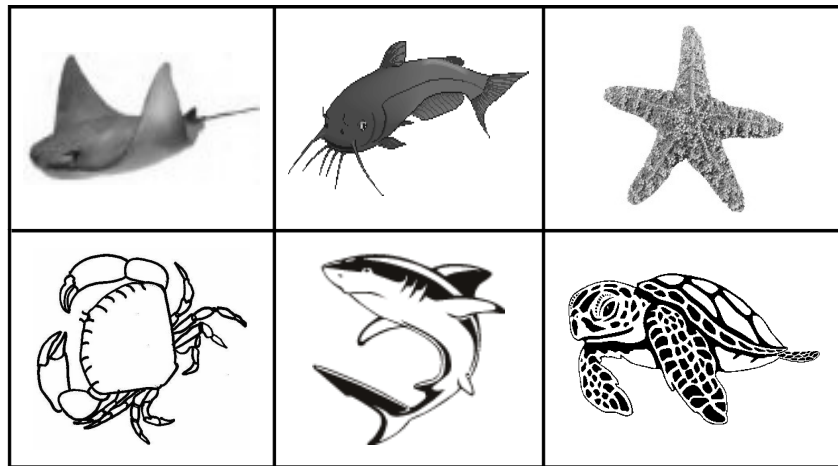
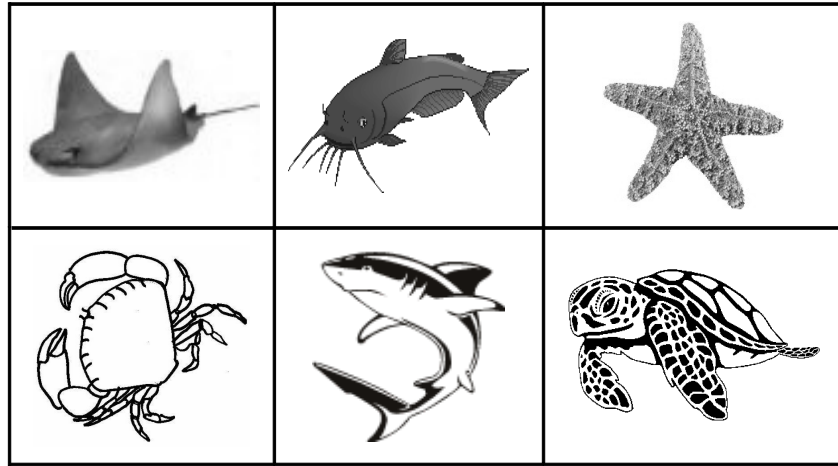
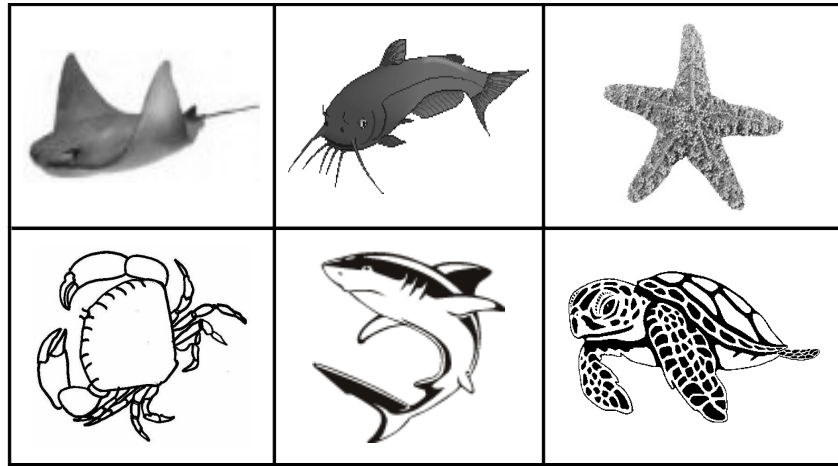


**Fish Bingo Boards (cut along the dotted lines only)**





Fish Bingo Cards





Waterfalls

This activity allows the children to explore the sound that water makes as it falls and lands. Remind the children of the waterfall at the start of the Oceanarium and think back to the different sounds they remember.

Using a watering can, pour water into a container and help the children describe the sounds they hear. Add various objects into the container like sheets of paper, sand, aluminium foil, stones and encourage the children to describe how these noises sound different from the others.

Key words: Water, rain, drop, splash, splosh, pitter-patter and any other words that express these sounds.

Resources required: Tray, watering can, stones, soil, paper, sand etc.

World of Water

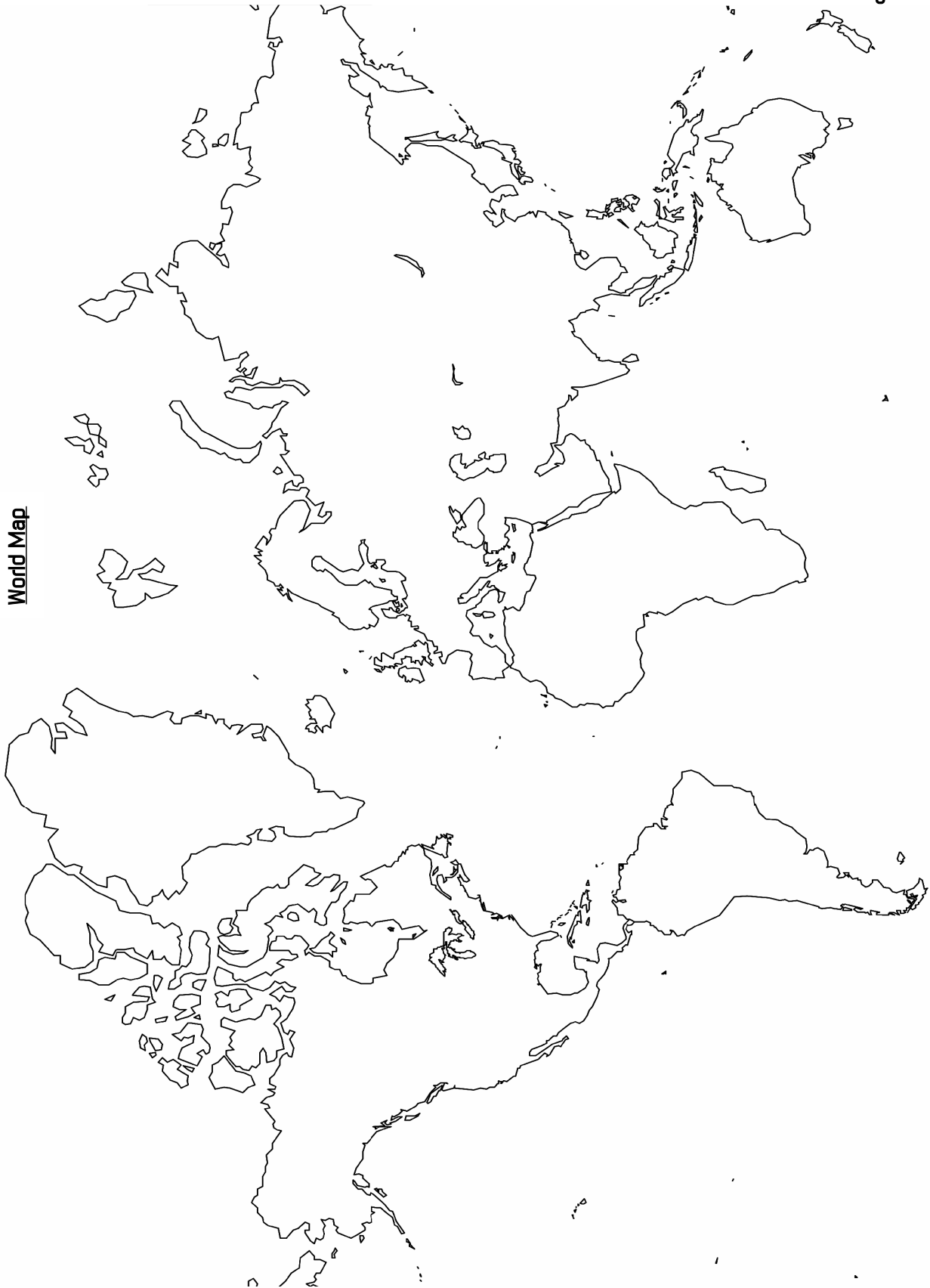
Water is such an important part of our daily lives as it covers a majority of the Earth's surface. We rely on it for washing ourselves and our clothes as well as cooking and drinking.

Using the world map (provided) ask the children if they can tell you which parts are land and which are water. Then using the colour green for land and blue for water, encourage the children to colour in the world map. They should also talk about which parts of the world they think are hotter and which are colder.

Resources required: World map is provided.



World Map





**Turtle Puzzle**

An A5 turtle picture is provided. Get each child to colour a turtle in as well as they can – remembering the turtles at the Oceanarium, then cut the turtle picture into four pieces and reassemble.

Resources required: Turtle puzzle provided.



Turtle Puzzle

