

TOPIC

Animal Characteristics, Grouping animals

SDGS



LEARNING OUTCOMES

- 3.2.2 I can group animals in different ways according to their characteristics (e.g. farm/wild, with wings/no wings, two legs/four legs/no legs, fur/feathers etc.) farm, wild, wings, legs, fur, feathers, scales, tail, fins.
- 3.2.3 I can identify common animals that live on land, in water or can fly.

ADDITIONAL OUTCOMES

- I can observe organisms found in different environments including water habitats in Malta
- I can appreciate the work of a local STEM professional: An Environmentalist

MATERIALS NEEDED





<https://www.csm.edu.mt/stemmersion/>

- PowerPoint: stemmersion_y3_s1.pptx
- Video: Environmentalist Interview.mp4
- VR expedition: Animal Habits in Malta| STEMMERSION on ExpeditionsPro App
- Worksheet: Stemmersion_y3_s1_animal classification.pdf
- Learning Apps Game
- VR Headsets

KEY WORDS

farm, wild, wings, legs, fur, feathers, scales, tail, fins.

SESSION ACTIVITIES

-  PowerPoint covering: animal characteristics and habitats in Malta
-  Maltese STEM Professional Video: An Environmentalist
-  VR expedition: Animal Habits (including underwater) in Malta | STEMMERSION on ExpeditionsPro which can be seen through a VR headset
-  Animal characteristics and habitats worksheet

CONCLUSION

Interactive Whiteboard game for sorting animals into their habitat:
<https://learningapps.org/view14943147>