

Learning objectives

- To encourage pupils to think about pond creature features and adaptations.
- To develop problem solving skills.

10-15
mins

KS1
& 2

Teacher Preparation

Site visit, risk assessment, preparation of 'Who am I' game cards or post-it notes.

Equipment & Resources

- Pictures or names of pond creatures.
- Sticky tape, safety pins or post it notes.

Main activity

This is a great game to finish a session on pond creatures to see how much the class have learnt.

1. Choose one pupil and stick a pond creature card to their back. Show the rest of the class what kind of pond creature it is.
2. The pupil then has to ask a series of questions to try and work who they are and these questions can only be answered yes or no.
3. Each member of the class can only be asked once.
4. You can keep a score to see who can guess who they are with the least amount of questions.

Safety points

Site visit and risk assessments are essential for this activity. Ensure that the chosen area is free from hazards such as broken glass and dog faeces. Take great care when near water.