



# FOREST FULL OF WONDERS

Using all the senses to learn.



SCIENCE  
SUSTAINABILITY

Our youngest scientists will use all their senses to gather information about the world around them amongst the Park's natural bushland habitats. They will explore the basic needs of living things through a sensory story, a bush treasure hunt and an encounter with real native animals.

In this program, you Pre-Primary students will:

- ✓ Identify some native Australian animals and what their needs for survival are.
- ✓ Participate in guided investigations and make observations using the senses.
- ✓ See how the way different Australian animals move depends on their size and shape.

## WHAT TO EXPECT



Before your session starts, make your way to the Children's Forest's Stage 1 meeting point or Woodland Reserve Interpretive Centre.



The class will listen to a story which is supported with sensory inputs – things to touch, hear, see, smell and even taste! The story will take them along on an imaginative walk through the bush by two children, looking to see what needs the animals have and how they are met.



In groups, the students will go for a short walk to see how the bush supports different types of animals and has lots of different types of food.



We will then introduce our native education animals to the class, discussing where they live, what they eat and watching how they move. Students will have the chance to observe and describe what they see, feel and hear.



In conclusion, we will discuss what would happen if the animals could not locate the necessary food, water and shelter they need and why it is important to look after the natural environment to ensure these animals' survival into the future.



<b>Cost</b>	\$8.00 per child
<b>Availability</b>	Monday to Friday
<b>Duration</b>	60 minutes
<b>WA Curriculum Links</b>	<ul style="list-style-type: none"><li>Science</li><li>Sustainability: OI.2, OI.4, OI.7</li></ul> <i>See over for details.</i>

### Important information:

- Parent helper assistance is required for individual groups.
- This is an outdoor activity. Weather appropriate clothing and enclosed shoes are required by all participants.
- Natural hazards such as biting insects may be present.

Whiteman Park

T: 08 9209 6000 | E: [enquiries@whitemanpark.com.au](mailto:enquiries@whitemanpark.com.au) | W: [whitemanpark.com.au](http://whitemanpark.com.au)

@whitemanpark



## WA CURRICULUM LINKS

### SCIENCE

#### Science Understanding

##### Biological sciences

Plants and animals have basic needs that are met by the places they live (WAPSSUB1)

For example:

- basic needs include air, food, water and shelter
- the places plants and animals live include our homes and local areas, wetlands, forests, deserts and oceans

##### Physical sciences

The way objects move depends on factors, including their size, shape, material and the force applied (WAPSSUP1)

### SCIENCE INQUIRY

#### Questioning and predicting

Pose and respond to questions about familiar objects and events (WAPSSIQ1)

#### Planning and conducting

Participate in guided investigations and self-initiated investigations safely (WAPSSIPL1)

Make observations using comparison (WAPSSIPL2)

#### Processing, modelling and analysing

Represent and discuss observations and identify patterns (WAPSSIPR1)

#### Communicating

Share questions, predictions, observations and ideas with others (WAPSSICM1)

#### Collaborating and applying

Use the senses to learn about the natural and physical world and develop scientific ideas (WAPSSICL1)

### SUSTAINABILITY

#### Organising Ideas

##### Systems

**OI.2** All life forms, including human life, are connected through ecosystems on which they depend for their wellbeing and survival.

##### World Views

**OI.4** World views that recognise the dependence of living things on healthy ecosystems, and value diversity and social justice, are essential for achieving sustainability.

##### Futures

**OI.7** Actions for a more sustainable future reflect values of care, respect and responsibility, and require us to explore and understand environments.

