

Creature Feature: Movement

Upper Primary (Year 4 +)

PART A

Students read an **Aboriginal Dreaming Story** relating to animal movement. As follow-up activity students complete a 'Placemat Activity' - use '**Exploring Perth's Banksia Bushland**' activity sheet as a visual reference to focus thinking on animal movement.

Students work in groups of 4 and each individual records their own ideas about focus questions in a corner of an A3 page. After 10 mins or so students share and discuss their ideas. They then work together to create a 'best group answer', for each question, in the middle of the page.

Class discussion follows.

Focus questions

- List all the reasons you can think of why creatures need to be able to move.
- List all the ways you can think of that creatures use to move around.
- List creatures in the picture that use more than one way of moving around and what methods they use.

Dreaming Story Suggestions:

1. **Why Emu Can't Fly** – South Australian Dreaming Story about movements of Emu and Brush Turkey. Story is available at Oracle (Education Foundation) Think Quest site: <http://library.thinkquest.org/05aug/00747/dreaming/dreaming.html>
2. **Minnawee** - Western Australian Dreaming story about why the crocodile rolls. Has a short narrated animation video available to watch at the Australian Museum website – Stories of the Dreaming: <http://australianmuseum.net.au/movie/Min-na-wee-Why-the-crocodile-rolls>

PART B

Students colour in an X-ray drawing of an animal from the use '**Exploring Perth's Banksia Bushland**' activity sheet, which they will then use as a cover page to the story they will write in **PART D** of this activity. Discussion should focus on the internal structures of the body that enable and support different types of movements.



Exploring Perth's Banksia Bushland

PART C

Complete the table below using the use 'Exploring Perth's Banksia Bushland' activity sheet as a reference. (Create a worksheet with an enlarged version of table)

For each creature include the following:

- Common Name
- Drawing of animal
- A sentence or two describing the ways in which this creature moves and the features of this creature that allows it to move in the way (or ways) it does?

A creature that flies	A creature that hops	A creature that runs
A creature that climbs	A creature that	A creature that

PART D

Students to write and illustrate their own Aboriginal Dreaming story about one of the creatures from the Perth Banksia Bushland Scene and how it came to be able to move in the way that it does.

