

EYFS/Key Stage 1

ICT for Early Years: African animals

The final page of these notes can be copied and given to adult helpers.

About this session

This session takes place in the Samsung Digital Discovery Centre, in the Clore Education Centre underneath the Great Court. Students use a mixture of digital technology (including laptops and digital cameras), object handling and sorting, art activities, and question and answer in order to look closely at animals from Africa.

In this session students will look at some animals from Africa and see how they have been represented by the people around them.

The Museum would very much appreciate it if students attending could wash and dry their hands before the session to help conserve the handling objects. We also recommend that students wash their hands after the session, particularly if they go straight into their lunch break.

Session outline

- The session begins with a 'circle time' introduction, discussing what animals the students have seen in the UK, and introducing Africa and some of its animals.
- The children next pass round handling objects of African animals and use the interactive whiteboard to obtain clues to help identify them.
- The children will also play a game where they use role play to pretend to be different African animals.
- Next the children go out into the African gallery with digital cameras and take photographs of animals.
- In the afternoon, they use software to digitally create an African animal mask, which they can print off and wear.
- Also in the afternoon students have a 'free choice' of digital and non-digital activities, linked to the session topic. These may include games and activities on the laptops or on paper, art activities, looking at books, or exploring the Museum's collection using the interactive whiteboard.

- **Key themes** of the session are the difference between pets and wild animals, what the main African animals are and how to identify them, and why these animals are important to the people of Africa.
- **Key vocabulary** includes pet, tame, zoo, wild, size, elephant, deer, giraffe, lion, rhinoceros, hippopotamus, leopard, snake, fish, mask, model, sculpture, savannah

Preparing for your session

- Look for African animals using the Explore section of the British Museum website at www.britishmuseum.org. Look at the larger images, discussing them with your students. Also, look at the 'Africa: Birds and beasts' section of 'Museum Explorer' in our Young Explorers website www.britishmuseum.org/youngexplorers to see some African animals.
- Show the children where Africa is on a map of the world and talk about what it's like there. If there are any children of African descent in your class, ask them to talk about where their family come from, and name some animals that are from Africa.
- Get the children to talk about and draw animals that they know from the UK, these may be pets or wild creatures. Show them some pictures of African animals that they may see at the Museum.

Following up your session

- Find out more about one of the animals that the children saw at the Museum. What does it eat? Where does it live?
- Raise some conservation issues: which of the animals we discussed are in danger of dying out? Are any of their homes threatened? Why? What could be done about it?
- Play an online sorting game, identifying African animals at http://www.sheppardsoftware.com/content/animals/quizzes/kidscorner/animal_games_african_sav_large.html and a game photographing them at <http://animalgamesonline.com/elephant-games/african-animals>

Galleries with related objects

Room 25: Africa – a number of animals in varying depictions including masks

Curriculum links

KS1 Geography – geographical enquiry and skills, knowledge and understanding of places

KS1 Science – life processes and living things

ICT for Early Years: African animals summary sheet

In this session the students will learn to identify some of the main African animals, and look closely at some native artwork produced about them.

Key words

pet, tame, zoo, wild, size,
elephant, deer, giraffe, lion,
rhinoceros, hippopotamus,
leopard, snake, fish,
mask, model, sculpture,
savannah

- The students will talk about animals and handle some models of African animals.
- They will use the interactive whiteboard to help identify the animals.
- They will play a game involving animal role play.
- They will go out into the galleries and take digital photographs of a number of African animals.
- They will digitally create an African animal mask to print off and wear.

Adults can help in this session by:

- Assisting students when using digital equipment and in activities
- Making sure all the students in the class have a turn
- Joining in the role play and games!