Outline

‘If you go out in the woods today’ ....... bring along your teddy. Teddy Bears Picnic is a program designed especially for kindy kids with the aim of nurturing respect for the natural world through gaining an understanding of the needs of living things and how they can help to care for the environment.

The program is introduced to the students when they receive a letter from Edward, the chief Teddy Bear, who invites the children to bring their teddies (or another soft toy) to a picnic.

On the day, which is held in the magnificent Muogamarra Nature Reserve, the students undertake a variety of hands-on and fun activities as they explore the basic needs of life to understand P.A.W.S: Plants for food, Air, Water, Shelter.

Key Syllabus Outcomes

**HSIE**
ENES1 Gathers information about natural and built environments and communicates some of the ways in which they interact with, and can care for, these environments.
SSES1 Identifies ways in which their own needs and the needs of others are met, individually and cooperatively.

**Science and Technology**
LTE1.3 Identifies ways in which living things are different and have different needs.
INVES1.7 Investigates their surroundings by observing, questioning, exploring and reporting.

Learning Experiences (cont. over the page)

The day starts with the Big Book story which introduces the students to P.A.W.S.

**Earth Walk**
Once they have met their Teddy Bear Guardians, the students begin their Earth Walk, a variety of sensory activities that help develop a deeper awareness of the bushland environment. These may include listening to the bush sounds at their magic spot, matching the colours of the bush to rainbow chips, looking at leaves through a tube-a-scope and learning about the importance of bush foods through smelling and tasting.

**Teddy Bear Tag**
This activity focuses on the needs of life: P.A.W.S.: Plants for food; Air; Water; Shelter. The Teddy Bear Tag game reinforces P.A.W.S. Badges and teddy bear ears are handed out to the students. Each ‘bear’ or pair of ‘bear brothers/sisters’ have to collect four students wearing badges, one of each P.A.W.S., and take them back to their ‘den’ one at a time until they have all the needs of life.
Teddy Bears Picnic (cont.)
Early Stage 1

Learning Experiences (cont.)

Musical Trees
This game reinforces the importance of trees in providing the needs of life. The game is introduced by explaining how teddy bears can get all their needs of life from a forest. When the music plays the ‘bears’ dance around the cleared area and when the music stops, every bear must hold onto a tree. The ‘bears’ then pretend to shelter under the tree, breathe the fresh air it has made or feed on its leaves. Before the music starts again, ‘Chainsaw Charlie’ cuts down one or more trees. The game continues leaving one tree standing, which the ‘bears’ surround and protect. The trees are then replanted.

The Old Forest Story
Using a large story board, the students will be told a story about a forest with many animals that is cleared for a house and then farmland. The students are asked what they could do to get the animals to return, ie, how to provide the needs of life. The story is immediately followed by ‘Create a Forest’ where the students ‘plant’ trees and create the needs of life for Australian animals.

Create a Forest
This culminating activity is designed to consolidate the day’s learning. The students will work in their group of six and use plastic plants, pond and animals and collected small rocks, logs, bark, to create a pretend habitat for Australian animals. When their habitats have been created, providing the needs of life, the animals are placed into them. Each group will ‘tour’ the other groups’ habitats. Each class will be given a seedling of a native shrub that can be planted at school.