



# Looking after our animals

By the end of the lesson the learners will be able to:

- Name some of the responsibilities humans have towards domestic animals
- Show understanding of animals' welfare needs

## Materials and preparation

- Ensure the classroom is prepared for the game – all access ways must be clear of trip hazards.
- *Looking after our animals speed reporting A3 sheets for walls.* Attach each sheet to a different wall in the classroom. (If you have a lot of learners, you may need several copies of each, and spread them out in the same area to avoid too many learners crowding around a piece of paper at once.)
- *Looking after our animals speed reporting learners' own A4 sheets.*

## Key words

### **responsibility**

Something for which a person is responsible; duty.

*Cleaning the bathroom is my responsibility; feeding the dog is your responsibility.*

## Starter

*Game*  
10-15 mins

### **Responsibility and dependency game**

Pair the learners up. Blindfold one learner in each pair and instruct the sighted learners to lead their blindfolded partners through obstacles thrown around in the class room. Have learners regroup in one or two minutes to reverse roles. This illustrates the concepts of responsibility and dependency.

*N.B. Ensure the classroom is safe before you do this and insist on no running.*

After the game, ask learners who was responsible, and who was

dependent. Take a few answers, and then let them know that the class is about to learn how domestic animals are entirely dependent on us.

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## Main activity

Speed reporting  
30 min

- Get the learners into pairs. Each pair has an A4 sheet representing one of the five animals. This is a race.
- Stuck on different walls of your classroom, you should have the *Looking after our animals speed reporting A3 sheets for walls* resource.
- One learner from each pair must go up to an information sheet on the wall, read it, memorising as much information as possible about the animal in question.
- They must then go back to their partner and report it to them, who must write up the information on their worksheet.
- Learners can go up to the wall as many times as they wish to but only the learner who remains at the desk can write up the information. The first two teams to complete their worksheet neatly wins.
- Each point should be reported on, although you are not expecting 100% accuracy.
- Ask each pair to swap their written work with the pair next to them. Read out the information sheets and ask the learners to mark the work. Learners will get one point for each accurate answer. So there can be two winners – the first team to finish and the most accurate scribes.
- **N.B. there is an easier version of this game with a gap-fill exercise for learners who need it. Choose the difficulty of the exercise based on your class's level of literacy. To extend older / higher level learners, you can insist on more accuracy.**

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## Plenary

Quiz  
5 min

### Quick Quiz

Check comprehension of the speed reporting activity!

1. What is a chicken's favourite food?
2. What do cows like to do after they have eaten?
3. What should you not feed cows as it is poisonous?
4. How do you get a donkey to cross a road?
5. How can dogs sometimes react if they are tied up?

You can make your own questions – note them down overleaf.