

INTERNATIONAL WORKING ANIMAL DAY

November 19th



5 to 7-year olds



Show learners the **pictures of Working animals' flashcards** to get them to name some working animals and some of the jobs they do for us. To make this more interesting, you could just show a little detail of each flashcard to get learners to guess what animal it represents.



Draw a scale of 0 to 5 on the board and explain that the scale represents how difficult life is for these animals: 0 means that life is not difficult at all for these animals, and 5 means that life is extremely difficult for these animals.



Ask several learners to come up to the board and make a mark representing what they think: they need to make a mark on 0, 1, 2, 3, 4 or 5 according to their own judgment. Discuss the results. You could ask: “Why do you think this?”, “Did you ever see an animal suffer?” etc...



Play the game ‘**put yourself in their place**’. Let learners experience what pulling a heavy load feels like: place a long rope around a volunteer’s chest and let two other learners hold the ends of the rope. The learner being a horse/mule/donkey needs to move forward while the other two try and resist being pulled, representing the weight that the animal has to pull.



Ask learners what could be done to make life a bit easier for these animals and agree as a class to do something that would help an animal that they know (give them fresh food or fresh water, asking their owner to reduce the load). Make sure you tell your learners to only approach animals that they are familiar with and that they need to get the owner’s permission.

