

About the project

A STEAM project. Students will carry out activities in various fields: science, technology, engineering, art and mathematics. All activities will be related to the Zoo.

AIMS

One of the main aims of the project is to promote respect, love and care for wildlife. Introduce to students the hometown zoo and the diversity of animals that live there. Another aim is to create a classroom zoo model.

Our aim is to encourage our students to use and develop new competences: communication, collaboration, creativity, critical thinking and technical skills.

Besides, our aim is to help students to become more independent and responsible learners.

WORK PROCESS

At the beginning of the project our students introduce their pets, make presentation introducing their pets.

We'll start the work with familiarizing with the zoo in our hometown (visiting it) and introducing it to our partners (general information).

Then we'll work on the different topics:

1. Selecting one animal per zoo for each student and prepare a presentation about it.
2. Producing an animal of your choice (draped in plasticine, modeling or otherwise).
3. Designing a class zoo, taking into account the living conditions of each animal.
4. Calculating animal maintenance / feeding / care costs.

To close the project the students will:

5. Design a zoo layout follow the project and accommodate all animals made in the class.
6. Introduce the created zoo to the partners.
7. If possible, invite partners to visit the school and the city zoo.

EXPECTED RESULTS

The participants will create a final product (e-book) from the materials they made throughout the project and a zoo layout with the animals that live there. .

In connection with the project the students will get to know different information about animals and will get in touch with other students.

The project will help to improve the students' information-finding technique, collaboration, creativity and technical skills.

Students will become more motivated - their work and the creation of the final product will give them a sense of achievement.

The students, and the teachers as well, will become more skillful in project work.

<https://youtu.be/i5b2w0Dievk?t=3>

 eTwinning Quality Label

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apdovanojama(s) Kokybės ženkleliu
Už projektą:

'We invite you to the zoo'

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