

Session title	The migration challenge	
Key question	What challenges to migratory birds face and what can we do to help them?	
Session description	Bring together core elements of science and geography through an exploration of the wonders of migration. Why do these birds choose to migrate and what is it about Martin Mere that brings them here? Describe their journey using compass directions and a range of geographical language. Where do they travel from and which countries do they pass on the way? What threats do they face on their journey and what can we do to help?	
Key Stage	KS2	
Duration	60 mins	

Curriculum links	KS2 Science - Identify that animals have skeletons and muscles for support, protection and movement. - Recognise that environments can change and that this can pose dangers to living things. - Identify how animals are adapted to suit their environment in different ways.	
Learning outcomes	Most learners...	More able learners...
	Will be able to identify a whooper swan Will be able to explain that some whooper swans migrate between Iceland and Martin Mere	Will be able to understand why whooper swans migrate Will be able to describe how WWT helps migratory birds
Key vocabulary	Swan Skeleton Habitat	Migrate Structure Survival Environment

Session Outline	Time
Introduction	5 mins
Learners are given a brief intro to WWT Martin Mere and are introduced to the key question: What challenges do migratory birds face and what can we do to help them?	
Activity 1: Observation from the hide	10 mins
Learners visit the hide to see the whooper swans. They ID swans and observe behaviours, recording these on cards, in pairs (or small groups with help - Y3).	
Activity 2: The migratory journey	10 mins
Session leader reinforces whooper swan ID and introduces the incredible journey. Learners gather round the floor map. The session leader helps them to locate the journey and calculate distances, Iceland to UK. The session leader develops the learners' understanding of how whooper swans migrate using a range of props (Wings, bones, weight bags).	
Activity 3: Class migration game	15 mins
Learners role-play the whooper swan migration, in 'family' groups.	
Activity 4: Small group working to find out why the swans do it.	15 mins

Learners play a matching pairs game to discover why whooper swans migrate from Martin Mere to Iceland in spring, then fly back again.	
Plenary	5 mins
Learners share what they have learned about the Whooper swans and have an opportunity to ask further questions.	