

# Food Chains

## Teachers' notes

### Art/Science

Create paper chains with the children and cut out their drawings of the images in the game. With the children holding their pictures, physically link them with a chain to the next image. Once this is clear create a mobile food chain from the ceiling with the drawings and chains. Add arrows to make the transfer of energy clear.

This can be extended to a food 'web' where chains lead to other dairy/meat products which children know.

### Sorting

With the children, collect pictures or empty cartons to show products which come from cows, sheep, goats and chickens (also include some which don't - like cereals). Using pictures of grass and animals (or figures) get the children to create their own food chains. Some chains will be longer than others. The sun is the first 'producer' of energy and it would be worth adding this link into all the chains once the concept is understood.

### Role Play corner

Set up the corner as a farmyard. Cut out a shape of a horse's head and tape it to a chair back - children can go horse riding! Cut out pig noses and attach to elastic - some children can be pigs. Ducks in the pond - use a hula hoop, get some rubber ducks and set them in the hoop and children can pretend to feed the ducks with Lego bread. Milk the cow - hang rubber gloves from a cardboard cow cut out and add a stool and a bucket. Torn newspaper can be a haystack. Make eggs from salt dough or Play dough. Collect empty egg boxes so children can box up eggs - some now hold 4, 6, 10 and 12 eggs!

### Art & Craft

Mystery Farm- Children each receive a picture of a barn that they can colour and then they will glue down on a piece of paper. Then students will pull back the doors of the barn so that they can draw or cut out animals from magazines that would live in the barn, then close the doors and make those sounds and have classmates guess what you drew behind your doors.

Make pigs with curly tails made of pipe cleaners wound round children's fingers!

### Science

Examine feathers. Note difference between tail and wing feathers and downy fluffs. See if feathers will float. Talk about why they float. What are feathers for? (To keep birds warm or cool, to help ducks float on water) Use a magnifying glass or microscope to

examine feathers. 'Stroke' feathers the wrong way to see how they separate. Stroke them back together. Little barbs on each one bind them together like Velcro.

Collect different feathers. Make collages and quills!

### **Stories & Songs**

**Rosie's Walk by Pat Hutchins** - a funny and simple story about a chicken taking a walk around the farmyard followed by an accident prone fox. Great for positional language and display.

**Fantastic Mr Fox by Roald Dahl** - a lovely book about a fox outwitting 3 farmers.

**The Little Red Hen** - traditional story featuring a busy hen that makes bread without the help of her farmyard friends. Great for establishing the process of bread making and discussing co-operation and team work.

**The Farmer's in his den** - Traditional song good for hall time and reintroducing traditional playground games! Farmer wants a wife, who wants a child, who needs a nurse, who wants a dog, who wants a bone (or we all pat the dog)