## Go Wild for the Summer!

The Wildlife Trust's 30 Days Wild initiative challenges schools to "do something wild every day throughout June". This fun activity helps you do just that – and brings both maths and science into the mix too!



Outcomes: Greater awareness of local ecology systems; data handling and analysis

Year Groups: Year 3, Year 4, Year 5, Year 6, P4, P5, P6, P7

**Preparation:** Download the Go Wild for the Summer tally chart - and print copies (one per team)

Additional requirements: Clipboards and pencils (one per team), graph paper, coloured pencils/crayons

## Instructions:

- 1. Lead a discussion on the wild animals (including minibeasts) and plants that might be found/spotted in your school grounds.
- 2. Display the Go Wild for the Summer tally chart. Agree what the different icons might represent. Agree another plant and another animal for the two question marks.
- 3. Divide the group into teams, giving each one a clipboard, a pencil and a Go Wild for the Summer tally chart. Give each team a defined area of the outdoor space that they're going to be responsible for in the school grounds, or, if you're feeling particularly wild, the local park! Teams are to use their tally charts to record how many of each of the specified plants/animals they find in their area so it'd be an idea to discuss strategies first!
- 4. Take yourselves outdoors dressing for the weather!
- 5. Once back in class, ask pupils to discuss and implement suitable ways of presenting the data they've collected. Bar charts? Scattergrams? Pie charts? Or something else?
- 6. Once the data has been presented and shared, explore what unites and what separates the different areas that the different groups explored. Can these be explained? Can the explanations be tested?
- 7. Display each of the groups' work.

## Optional Extra

Were there any animals/plants that pupils saw but that were not represented on the Go Wild for the Summer tally chart? Challenge pupils to create new tally charts, charts that are more representative of the local environment.

