

WWW.NIGHTZOOKEEPER.COM



ALL INCLUSIVE PLANNING

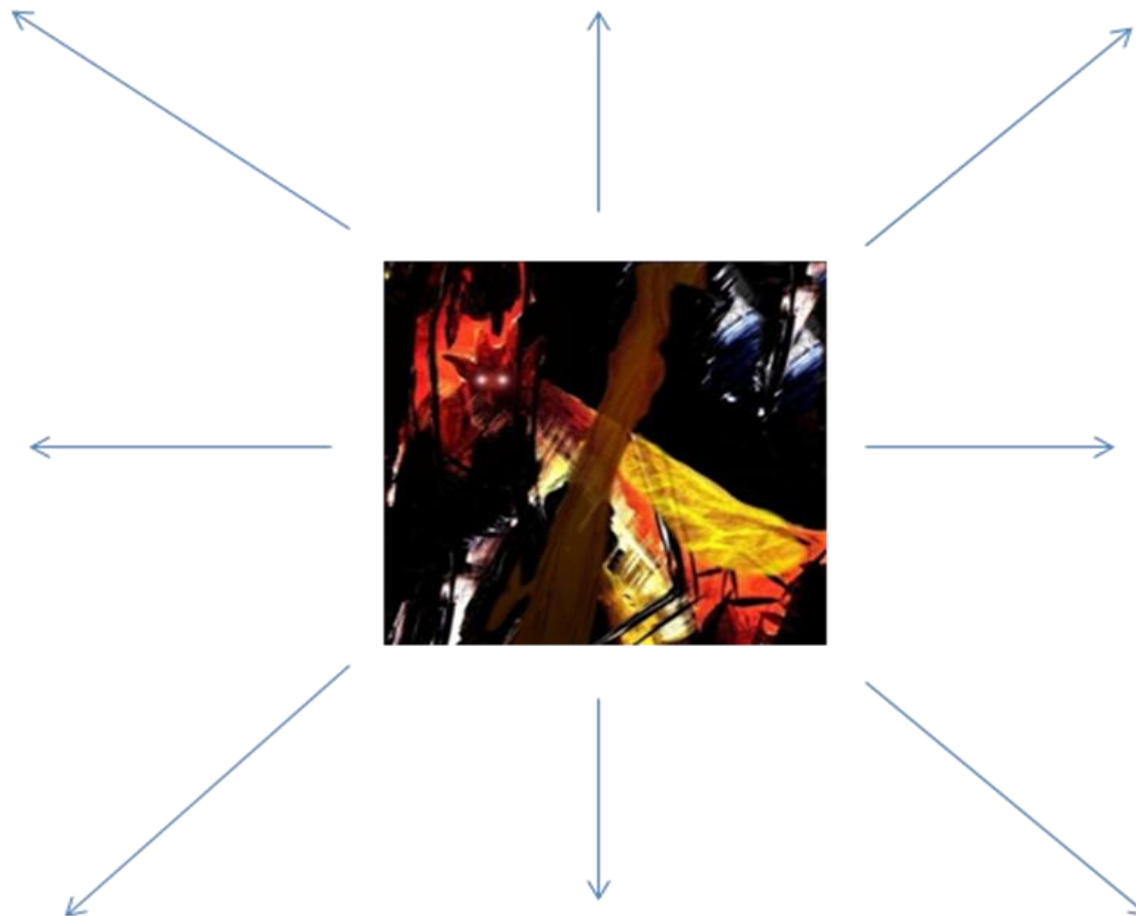
SAMPLE

LITERACY SESSION 1: FIRST IDEAS

Objectives: To brainstorm first ideas.	National Curriculum links: En1: 1e, 2c, 4a
Resources Night Zookeeper story, Images to view whilst listening to story, images of animals.	Key Questions: What is special about the Spying Giraffes? What animals can you imagine would live in the Night Zoo?
Prior learning: Children will be using their knowledge of animals from around the world. They will be encouraged to use their partner talk skills in order to brainstorm ideas.	
<p>Whole class teaching: visit www.nightzookeeper.com/story and play the first three chapters to the children. You may well like to show them around the night ZOOK whilst the story is playing.</p> <p>Group activity: Children split off into small groups. Using the mind maps for the first two animals in the story, children must list as many adjectives as they can to describe the animals they have experienced so far.</p> <p>Now explain that the children are going to brainstorm first ideas for their fictional animal.</p> <p>Partner activity: Children will now split off into their talk partners. They will be provided with a set of animal photographs which they must use in order to develop a night zoo animal of their own. They should be encouraged to imagine a completely original animal which they can do by blending two or three animals together. They may also wish to use a conventional animal but giving it a special ability (example: Time Travelling Elephant).</p>	
Feedback on learning: Children feedback their ideas to the rest of the class and explain in some detail what the animal is, where it may live and what makes it special for the night zoo.	Continuous Assessment: I can brainstorm first ideas. I can work with a partner and take turns in a discussion.



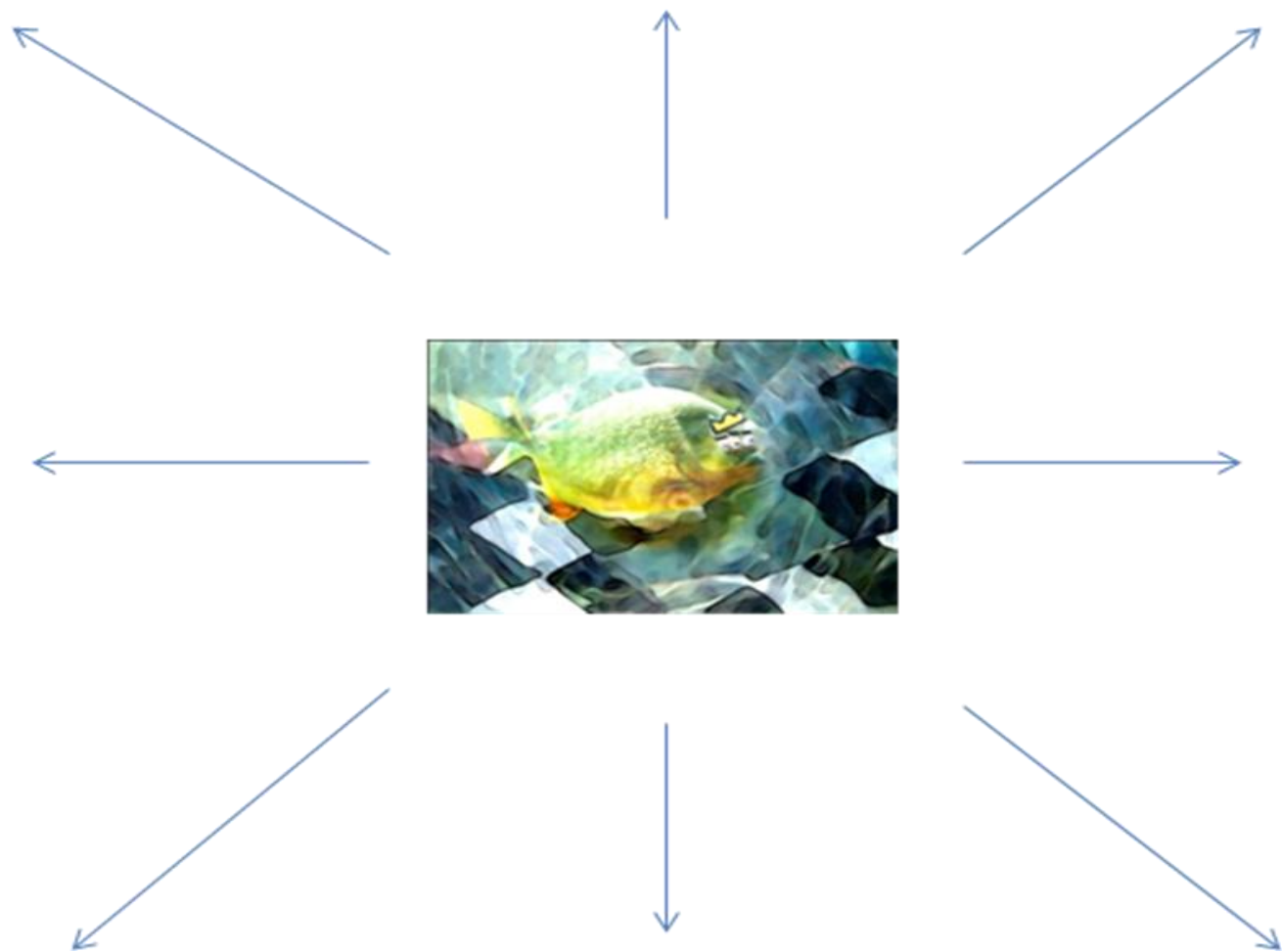
YOUR MISSION: FILL THE MAP WITH ADJECTIVES



NIGHT ZOOKEEPER

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LITERACY SESSION 2: MY ANIMAL

Objectives: To develop first ideas and create sketches.	Curriculum links: En3: 2b; Art 1b, 5a
Resources: Blank A4 paper, Pencils, 'My Animal' resource sheet, example of 'My Animal' sheet.	Key Questions: What do you like to do at home? What games do you like to play? What special power would you have if you lived in the night zoo?
Prior learning: children should have mind-mapped an idea for their night zoo animal in the previous lesson.	
Independent activity: Children to sketch their animal and surround with adjectives. This will help greatly when they come to write about their animal on the 'My Animal' resource sheet.	
Partner Activity: Ch now link up with their talk partner to show a visual image of their night zoo animal. Partners should be encouraged to ask questions such as: what is its name? Is it male or female? Why is it special and in the night zoo? Who are its best friends? The more questions the children ask each other the deeper their understanding will be. Children should also be encouraged to note down any additional information that comes out of the discussion.	
Independent Activity: Show children the example of a completed 'My Animal' template. Children will now be given the 'My Animal' resource sheet and asked to answer the profile questions relating to their night zoo animal. L.A: children should aim to complete the name of their animal, what type of animal it is, where it lives, what makes it special and what are its likes and dislikes. M.A/H.A: Children should complete as above but also move on to write a short story about what happened to the animal 'one night at the zoo'.	
Feedback on learning: Children share their profiles with another set of talk partners. Make any necessary improvements as a result of suggestions and criticisms.	Continuous Assessment: I can write a profile on a fictional animal. I can use adjectives to describe a made up character.



MY ANIMAL



LIKES EXAMPLES
MUSIC, CINEMA,
HOLIDAY,
SCHOOL

NAME

Percy

The Penguin

DISLIKES EXAMPLE
WATCHING TV, SNOW,
EATING PIZZA

LIKES terrifying tuna
playing ping pong,
swimming and
swishing

PICTURE



DISLIKES

Cleaning his car,
Turning on

SPECIAL
BECAUSE
EXAMPLE
THEY CAN
RIDE A HORSE

LIVES
EXAMPLE
THEATRE,
MOUNTAIN,
TENT

LIVES In the
ocean with
ollie the
octopus

He has the power to
see into the future
to save other
creatures

SPECIAL BECAUSE

MY ANIMAL



LIKES EXAMPLES
MUSIC, CINEMA,
HOLIDAY,
SCHOOL

NAME

DISLIKES EXAMPLE
WATCHING TV, SNOW,
EATING PIZZA

LIKES

PICTURE

DISLIKES

LIVES EXAMPLE
THEATRE,
MOUNTAIN,
TENT

LIVES

SPECIAL BECAUSE EXAMPLE
THEY CAN
RIDE A HORSE
SPECIAL BECAUSE

ART SESSION 3: PAINTING

<p>Objectives: To paint using my experience and imagination.</p>	<p>National Curriculum links: Art 1c; 3a; 4a; Breadth of study: 5a,c</p>
<p>Resources A3 paper (one per child), Selection of paints and brushes, Selection of animal photographs, sketch of fictional animal (teacher example), paper towels.</p>	<p>Key Questions: What will be the main focus of your painting? What does perspective mean? Why do objects look smaller in the distance?</p>
<p>Teaching notes: In pairs children will discuss their sketches that they have made in their Literacy lesson earlier in the day. They should explain which animals they have used and what colours they would like to include whilst painting.</p> <p>Begin by showing children www.thenighttimezookeeper.com in order to give them real examples of work that has taken place on the project.</p> <p>Bring the children around one central table in which the teacher will use to demonstrate. Show children how to mark out the centre of the page by estimating. Explain that this is important as their animal should be the main focus on the page. Now turn the student's attention to the teacher's sketch (This should be done prior to the lesson as a demonstration tool). Explain that their aim is to make a light sketch of the outline. This is to give children a starting point when they begin to paint. Once the teacher has sketched their outline they should begin to paint. Explain the importance of taking care of your brush (cleaning after each colour/ begin with light and move on to dark colours). Ch. should be encouraged to apply a small amount of paint to their brush in order to create accurate outlines.</p> <p>Creating perspective: http://www.schoolsliaison.org.uk/kids/landscape.htm take the children through the activities on this website. Print out a selection of backgrounds for the children to use as inspiration. Include the background that you have made together with the children in the lesson. Return to the teacher lead demonstration and place on some small images in the background as demonstrated during the interactive program. Now also paint some larger objects in the foreground. Children to begin painting. Stop at appropriate points to show areas of success and possible improvements.</p>	
<p>Independent activities: L.A- Children should sketch and paint their animal focussing on placing the image in the centre of their page. M/H.A - Children should sketch and paint their animal with their focus directed towards achieving good perspective from foreground to background.</p>	
<p>Feedback on Learning: Children to showcase their paintings to their partner.</p>	<p>Continuous Assessment: I can paint a fictional animal. I can consider perspective when painting.</p>



SESSION 4: THEIR MISSION

Objectives: To invent a game to be played by other children.	National Curriculum links: Art 1a
Resources: Time Travelling memory game display slide, paints, large brushes, A4 paper.	Key questions: How does the night zookeeper care for your animal? What is your animal's favourite game? Does your animal like to read, write or draw? Does your animal play a sport?
Teaching notes: During this lesson children will be inventing their own missions to accompany their animal profiles. Children will complete two more missions before they write their own. They will learn that it is important to link their mission to their animal's characteristics through completing a butterfly print (for the Night Butterfly) and playing a memory game (for the Time Travelling Elephant). See the following pages for accompanying resources.	
Partner Activities: Create a butterfly print with a partner. 1. Fold your page in half 2. Paint a butterfly wing on one half 3. Now paint half a butterfly body 4. Fold the page and press down hard 5. Unfold to see the finished butterfly Hint: Remember to use lots of paint	Independent Activities: Before the children write their mission ask them the key questions above. This will help them to write an appropriate mission for their character. Children use the 'MY MISSION' page to write three different missions. When they upload they will choose the best of these missions.
Feedback on Learning: Children read their three missions to a partner. They help each other to decide on which will be the most effective and fun.	Continuous Assessment: I can create and write about a game.



YOUR MISSION: REMEMBER AS MANY OF THESE ANIMALS BEFORE THEY DISAPPEAR



MY MISSION

NOW IT'S TIME TO INVENT YOUR OWN MISSION. WHAT WILL YOUR ANIMAL ASK YOUR FRIENDS TO DO?

When you visit my animal your mission is to:

When you visit my animal your mission is to:

When you visit my animal your mission is to:

HINTS

play naughts and crosses	tell a funny joke	make a paper snowflake
rub your head and pat your stomach at the same time	make a hat	write a letter to someone you love
draw a home for this animal	say hello in another language	make yourself as tall as you can

SESSION 5: UPLOADING THEIR WORK

Objectives: To add information to a website.	National Curriculum links: ICT 1b, 3a, 3b
Resources: ICT and internet access.	Key questions: What information will you be using this session? How do you find a file on a computer?
Teaching notes: You will need to have time booked in the ICT suite or have laptops available in the classroom for this session. Children should have their Night Zookeeper booklet with them. Explain to the children which parts of their work they will be adding to the website during this session (Profile and Mission). Please see the following page for clear instructions of how to use the website. Work through one in class before taking children to the ICT suite.	
Partner Activities: Children can work on computers in pairs to help each other navigate the website and input their information.	Independent Activities: N/A
Feedback on Learning: Children will be going onto the website this evening and viewing each other's animals. Their task will be to write a description of one of their classmates animals without using the name. They should then bring this piece of descriptive writing in for tomorrow mornings lesson.	Continuous Assessment: Teachers to review the animals created online by their class.



HOW TO UPLOAD YOUR NIGHT ZOO ANIMAL

1. Begin by logging onto your computer
2. Then open up Internet Explorer (Or any Internet browser)
3. Now type www.nightzookeeper.com into the URL address bar.
4. Once the website has loaded, click on 'Register'
5. Complete the Registration form, including the Group Registration Key supplied by your Teacher
6. Upon registration click 'Create' and then 'Ready? Add your animal to the Night Zoo'.
7. You will be asked the following questions:
 - a. Where does your animal live?
 - b. What does your animal like?
 - c. What does your animal dislike?
 - d. What makes your animal special?
 - e. What is your animal's name?
8. Once you have answered all of these questions click 'Next'
9. You will now be asked to come up with a rule. This is the mission that a Night Zookeeper has to complete to look after the animals in the zoo. If you don't have any ideas you can hit the 'Suggestions' button. Once completed hit 'Next'
10. Have you already written a story about your animal? If so you should type it up here in this section.
11. Now it is time to upload your paintings and drawings of your animal. Follow the onscreen instructions to select and 'Upload' images.

You will be presented with your completed animal. If you are happy, press 'Submit'.



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ABOUT US

Formed by three best friends with the support of a zoo full of friends and family, The Night Zookeeper originally began as a collection of short children's stories. Following its first delivery as a project in a Lancashire school back in 2007 these two friends saw the potential for inspiring children to learn through the mediums of art, creative writing and playground games. And so, from the children's smiles, animal noises and magical creations, a Night Zoo was born and the gates opened in 2011.

Our Promise: We are all Night Zookeepers. Whether 5 years old or 75 years young, we are all capable of a Night Zookeeper's most powerful magic, imagination. For we also all live in at least two worlds; the world of daytime and the world of dreams. The Night Zoo belongs to the second world. It is a world where we are completely free to create whatever our imagination desires with no regard to conformity, doubt or fear. Children across the world are united through this power of magical imagination as equally as they are united through their shared interest and love for animals. It is our goal to enable children around the world, to use these common interests to inspire their learning through creation, crafts and most importantly, fun.

We promise to:

- encourage lots of fun;
- continue writing, drawing, painting and sharing entertaining and educational content for as long as there are Night Zookeepers who want it.
- never use banner advertising. Children are subjected to enough advertising be it on television, computers or even buses. Nightzookeeper.com is about encouraging a child's own creative expression free from material messaging. So there will be no banner advertising...ever.
- maintain a safe online environment for all our Night Zookeepers. We check all animals uploaded to the Night Zoo before they are approved to ensure our Night

Zookeepers are not subjected to any inappropriate material.

- listen to you and our Night Zookeepers.

CONTACT US

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