



AFTER SCHOOL CLUB

What are after school clubs?..... Page 1

Topics..... Page 2

Terms & Conditions Page 3



AFTER SCHOOL CLUB

with Knowsley Safari

The Learning & Discovery team at Knowsley Safari have developed exciting sessions for an after schools programme. The after school clubs are available for schools in the Knowsley area.

We deliver a range of topics that spark children's interest in science. Our aim is to increase pupils knowledge and understanding on a number of topics linked to science, animals and conservation.

After school clubs are interactive, they promote positive behaviour, allow pupils to think for themselves and problem solve while taking part in practical activities. And most of all they are FUN!

Sessions are designed for groups of between 10- 30 KS2 and KS3 children and last one hour, children must be supervised by a teacher throughout the sessions. Please note sessions do not include the use of live animals.

After school clubs are £30 (+VAT) per session. Available within a 15 mile radius of Knowsley Safari (travel further than this incurs additional fuel charge).

Call the Learning and discovery team today to book - 0151 430 9009 ext 2.

Contact the team:

0151 430 9009 EXT 2 | learning@knowsley.com | www.knowsleysafari.co.uk



SESSIONS

Who Am I? (KS1 – KS3)

This exciting session involves the children looking at various artefacts from some of the animals we have at Knowsley Safari, some of which are replicas and some of which are real. Your pupils will have to guess which animal each artefact is from, before all the answers are revealed. During this workshop; your class will learn all about how to identify different skulls, through looking at their teeth – so they will learn all about herbivores and carnivores while having lots of fun!

Guess Who? (KS1 – KS3)

This is a follow up to the “Who Am I” Session where children will discover even more artefacts! Again this is an engaging and interactive session where the children have to guess which animal each artefact belongs to. *Please note that the items used in this session are different from the ones shown in the “Who Am I” topic*

Animal Design (KS1 – KS2)

During this session pupils will get the chance to discover the array of habitats planet earth is home to. The students will develop their knowledge and understanding on a variety of different habitats, along with which animals might be best suited to certain habitats. This is all achieved through a fun and interactive activity designed to encourage group work and independent learning. Topics touched on during this activity range from habitats to adaptations where students will learn about a range of adaptations animal’s possess to survive in such challenging habitats. We will then put their skills to the test and give them the chance to design their own animal. In group students will work as a team to develop their own animal from a criteria provided to them. They will sketch their own animal out and answer a series of questions. Once completed students will present their animal to the class.

Enclosure Design (KS1 – KS3)

This is a fun and creative session where pupils work in groups to design their own tiger enclosure! They are given a brief introduction to our tigers at Knowsley Safari then put forward their ideas for what is needed to make a great animal enclosure. The pupils can then use their imagination to create the tiger enclosure before presenting it to the rest of the class. At the end of the session the educator will share some exciting, behind the scenes footage of the enclosure we have built for the tigers at Knowsley.

Continents (KS2)

Pupils will explore the 7 continents through 4 different interactive activities. Working in small groups they will gain knowledge on the different animals, festivals and countries that are found in each continent. Getting the pupils to think for themselves they explore different statements and work out which continent it is most relevant to, at the end of the session the pupils partake in a fun quiz to recap the new information they have learnt.

Animal Senses (EYFS – KS2)

During this session pupils will explore animal’s senses. Through a range of activities they will see if they can identify animals from the noises they make, see how many camouflaged animals they can spot, work out what artefact belongs to which animal from touch alone and see if they can tell the difference between the smell of a zebra and a tiger! Then the pupils will test their own hearing ability to see if it is as good as our bats in our echolocation game.

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AFTER SCHOOL CLUB

Terms & Conditions

1. After school sessions are only available in the afternoon
2. The Learning and discovery team will only travel within a 15 mile radius of Knowsley Safari for this programme. After this there is a fuel charge
3. Sessions do not involve the use of live animals
4. Educators reserve the right to alter/remove activities depending on the ability and behaviour of the group.
5. Detailed information will be provided in a 'After school teachers guide' to teachers upon booking
6. Invoices are issued for payment, payment is by BACS transfer which is due 30 days after the first visit
7. Teacher/member of school staff must to present throughout the session
8. Maximum of 30 children per session

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