RZSS Confucius Classroom

苏格兰皇家动物协会孔子课堂

China Mobile Library

中国移动图书馆

Outreach: Endangered Species

拓展：濒危物种

in partnership with
## Ideas on how to use the pack

- The timeline game can be played as a class. The challenges can be tackled as a class and the game can be played over a period of time, possibly playing each day for a limited number of turns and completing a challenge per day. There are also extension challenges for each timeline date available in the follow-on materials on the website.
- The classification, life-cycle, skull board activities and the bamboo game can be used to study these subjects and provide an exciting way to introduce cross curricular links to language learning.
- The habitat and region maps can be used as classroom posters which can be referred to during various activities. The associated questions cards can be used for further study.
- Set up 6 stations around the room with a game at each. This would provide a short introduction to each.

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It is suggested that these two activities are grouped together in order that each workstation takes approximately the same time to complete.
Timeline Game

This fun board game represents a timeline from 1869, when the first Westerner discovered giant pandas, to 2011 when Tian Tian 甜甜 and Yang Guang 阳光 arrived at RZSS Edinburgh Zoo.

Contents:
Timeline Game Board
Information & Challenge Cards (tabs cards)

Requirements:
playing pieces
dice

How to play:
Each player chooses a colour playing piece.
Each player takes it in turn to roll the dice and move the relevant number of spaces.
Follow any instructions which are given on the game board, for example ‘Move back 1 space’ or ‘Roll again’.

If a player lands on a giant panda head, the player follows the panda paw prints down the board. This is to represent that giant pandas are endangered.

If a player lands on the base of a bamboo stem, the player moves their piece up the bamboo. This is to represent that RZSS along with the China Conservation Wildlife Association (CWCA) are replanting bamboo.

If a player lands on a timeline space with the Challenge Card paw print, the player looks up the relevant date in the ‘Information & Challenge Cards’. The player reads out the question on the Challenge Card for that date. All players discuss. The player can then turn the card over to find out the answer and some additional information.

Extension Material
The following is available on the website
• An extension set of ‘Challenge Card’ questions – suggested use as homework or further research.
• Teachers notes and answers for extension Challenge Cards.
• A template of the game with blank date/challenge card spaces in order for teachers or children to develop their own version, i.e. more general topics on Chinese history, culture or language.
Habitat map

Contents:
Habitat map
Overlay for map
6 x habitat map question cards
1 x giant panda & red panda fact card

Using the habitat map answer the questions on the cards 1 to 6.

The red overlay is required for Question 2.

The giant panda & red panda fact card is required for Question 6.
Region map

Contents:
Region map
6 x region map question cards

Using the region map answer the questions on the cards 1 to 6.
Bamboo Board

Contents:
Bamboo board
5 x name plates
8 x bamboo question cards

1. Place the name plates on the correct parts of the bamboo plant:

Note that this brown stem-like part of the bamboo is one of the parts to be named and it is not representing the soil.

2. Players take turns to ask and answer the bamboo question cards.
Classification Game

Contents:
5 vertebrate group base boards
5 picture cards
5 description cards
5 name cards - English
5 name cards - Chinese
1 glossary card

Match the correct picture card, description card and name cards to the correct boards.

Look up some of the characters on the glossary card to help match the Chinese names.
Lifecycle of the Giant Panda

Contents:
6 x life cycle boards
6 x age labels

Place the photo cards of the giant panda in the correct order to show the baby growing up to adult. Then place the correct age disc on the blank circles.

Length 15cm
Average weight 120g
$\frac{1}{4}$ weight of mum
Black and white patterns appear
Begins to look like a giant panda

Playing and learning
Time to leave mum

Adult
Female usually breed from about 3 years old and mate from about 7 years. If successfully the fertilised egg divides into a twin of about 150 days. This gives the twin a chance of survival. The twins are umbrella shaped until it is the right time to imprint in the same nest. This is called delayed implantation. Therefore panda embryos can range from 82 - 225 days (approx. 3 - 8 months).
Skulls

Contents:
1 skull card
2 x skull cut-outs

Follow the instructions on the skull card to find out which skull is the giant panda and which is the Asian black bear.