



Session Plan

Project Name: 5 welfare needs of animals

Programme Session Name: Play and socialisation

Session Date:

Session Time: 30 mins

Group Name/ Age Group: KSI

Session Lead/Planner

Healthy Living	Promoting and supporting healthy lifestyles to secure physical, spiritual, social and emotional well-being
Feel Safe	Ensuring that members of the community are supported to feel safe
Life Enhancement	Inspirational and exciting learning opportunities that ensure members of the Community raise their aspirations and achieve at the highest level
Participation	Opportunities for the voice of the Community to be heard to help shape the services available to them to make a positive contribution to their local community
Learning and Development	Providing access to a range of learning pathways so that members of the community develop knowledge and robustness

Session Aims and Objectives

Understanding how important it is to play

Understanding communication with others

Understanding the importance of games- to make us think; to practise skills; to learn about ourselves and others

Understanding why animals need to play for the same reasons

Notes and Background Information

Need to think about our favourite games and the skills that we have learned from them

Session and Activity Outline

Introduction: One question interview: Have a number of cards, one for each child with a simple question on to ask someone else. Give them 5-10 minutes to ask question of a partner, listen to the answer and report back to the group about what they have learned.

In small table groups, think about their favourite games on the playground and what they learn about another person through playing games

Main body of activity: Taking the main themes from their previous answers:

- The things that we have in common
- Things that we do/don't like
- Whether we want to play again
- Might they be a friend

Same for animals

Question- How can we give them chance to play/socialise and find out about them, so that they can find out about you?

1. What might an animal like to play? - videos of kitten and puppy play- what do they notice?
2. How might we find out about an animal through play?- examples
3. Will we know if they can get on with them?- might prefer some animals, or to run with a slightly more energetic animal.

Think of some games to play with animals, how will we know if they are enjoying the game, or not enjoying the game? Do they play games with their pets at home?

Plenary:

Questions- How important is it for you to play?

How important is it for animals to play?

Four separate areas of the room for the children to go to, to say whether they feel that this is:

Area 1- very important

Area 2- important

Area 3- not important

Area 4- no need to play at all

Resources/Materials

A card for each child with a different question on

Template for a personal CV- what we like/don't like; games we like to play etc

Chart on whiteboard with:

- How many have things in common with their peers
- Do we have the same likes and dislikes
- Big sheets to make up simple games for animals

Whiteboard with two separate questions on and 4 areas of the classroom

How would we work out what an animal likes or does not like through games or play- brings in communication and socialisation

Extension Exercise/Take Home Activity (if the group is fast to finish, or members of the group are fast to finish)

Build up a daily routine for an animal to include play

Session Evaluation

Participation Comments/ Evaluation

Staff Evaluation

Issues Raised/ Discussion Points

Follow-up Action Required

Additional Notes:

Staff Signature:	Date: