

IN THE SHOES OF A SNAKE

EDUCATIONAL ACTIVITY PROJECT SHEET



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ACTIVITY DETAILS

PROJECT TITLE

In the shoes of...

A journey around the world to discover the most fascinating and the most feared animals by man

PROJECT DURATION

There are 7 Educational activities under the project "In the shoes of" that have a duration of approximately 50 minutes. Each of them is dedicated to a different animal. We have the Bear, the Tiger, the Shark, the Snake, the Elephant, the Wolf and the Bat.

GENERAL DESCRIPTION

The activity is structured in two different moments. At first, we discover what the kids know/think about the selected animal through the children's words. With the help of a microphone and a tape recorder, the children put themselves in the shoes of a journalist. They carry out a simple interview asking simple questions to their mates. It is the starting point for them to learn some curiosities about the species explained by the educators (conservationists, biologists, and zoologists). The second part of the activity involves greater dynamism and creativity. On the topic discussed, fun games and experiments are proposed to involve children and facilitators.

PEOPLE INVOLVED

- School teacher or school facilitator (operator), if the activity is carried out at school.
- Educator: Expert in conservation, zoology and biology of large predators.
- Students: Age 6+



ACTIVITY TABLE

TOPIC	Coexisting with snakes
TARGET	Primary school, middle school and families
DURATION	Approximately 2 hours
OBJECTIVE	<ul style="list-style-type: none">• Improve knowledge about snakes (biology, ecology, threats, coexistence, etc.)• Learn a little bit of geography by discovering where the most famous snakes live• Learn to work in a team
MATERIALS	<ul style="list-style-type: none">• See the link and the insights below



ACTIVITY BREAKDOWN

SNAKES AND LADDERS

For this activity, we turned the traditional 'snake and ladders' into a game about snakes creating a different activity for each snake characteristic. Following this [link](#), you can find the description of what you need to make a homemade 'snake game' and the tips to build it up.

The game takes place around the game board and is structured in several challenges corresponding to the different boxes. The two teams have to solve the challenges that are linked to important information about snakes.

Here are the main challenges:

1. The spitting cobra challenge

The two teams compete in target practice with a syringe that contains two different coloured liquids (we used mint and cherry syrup). The liquid represents the snake's venom. The team that gets the most points can roll the dice again.

The educator has the chance to explain to the kids the behaviour of this particular snake that can defensively project venom from their fangs into the eyes of an attacker.

What do you need for this challenge?

Needle-free syringe; two different coloured liquid (we used mint and cherry syrup); a printed target.



2. The wireless phone challenge

Children from one team (and then the other team) sit next to each other in a row or a circle. The first one reads to himself a piece of information about snakes and repeats it to the ear of the person sitting next to him, and the receiver will then pass the information onto the next person and on until the last person on the team receives the message. Let's see what gets to the last one!

Here you can find a list of possible messages to pass on:

- Some snakes can swallow a whole egg, drink the liquid and spit out the shell. The educator possibly shows a photo of the Central African egg-eating snake
- Vipers and rattlesnakes have teeth specially made to inject venom. The educator has the chance of showing real teeth or a picture of them to explain how the venom passes through the holes in the teeth
- Some snakes when they feel in danger pretend to be dead. The educator possibly shows a photo of the Natrix tessellated
- The rattlesnake when threatened vibrates the tale. The educator possibly shows a photo of the rattlesnake and explains how the rattle works

What do you need for this challenge?

Cards with info about snakes; some images connected to the information. It is always important to show images because they have mnemonic advantages: provide visual cues to retrieve factual information.



3. The weather dice challenge

Heterothermia and temperature-related behaviours are discussed and explained to the kids by the educator. Here special dices are needed. They should be made ad hoc for this activity that show different symbols and temperature on each face: Early morning and 20°C; Sunny day and 40°C; Cold and snow; Cloudy weather and 10°C.

Children have to link each face to the right sentence.

- Early morning 20°C - Let's lay in the sun and warm up!
- Sunny day 40°C - It is too hot, I like to stay in the shadow
- Cold and snow - It is too cold, let's hibernate. See you next spring!
- Cloudy weather 10°C - It starts getting cold, I feel lazy
- Rainy weather 10°C - I don't care about the rain, but I feel lazy
- An exclamation point (the operator chooses the weather condition)

What do you need for this challenge?

A wooden or paper dice designed by you with the weather icons and temperature you like; cards with the snake act accordingly the what is described in the sentences.

4. Is that your skin? challenge

The snake is moulting and it needs to stay calm and undisturbed. When the pawn reaches this box, one turn is lost.

What do you need for this challenge?

Here the educator can show an exuviate, if he has one, and talk about the importance of moulting.



5. The skull box

There are five boxes on the game board where a skull is drawn. They represent the five most poisonous snakes. The team that falls in the skull box has to undergo penance. We walked behind the kids with a water balloon and a needle ready to splash one of them.

The educator has the chance to describe five peculiar snakes:

- Black Mamba (Africa)
- Taipan (the most poisonous)
- Russel's Viper (in India it is the most deadly)
- Eastern Brown Snake (Australia)
- Black Striped Sea Snake

For each species, you can provide information and curiosities like where they live, how poisonous they are, what kind of habitat they prefer, etc.

What do you need for this challenge?

Pictures of the snakes, water balloons and a needle.

6. Flying snake challenge

Long jump challenge. The team that jumps furthest forward rolls the dice again. The educator explains the ethology of this peculiar snake.

What do you need for this challenge?

Picture of the flying snake.



7. First aid challenge

The educator guides the kids on a simulation of the unpleasant situation of a snake bite. The kids are asked to cooperate to help their injured companion.

The educator explains all the steps to be done in case of a snake bite. The educator guides the kids through the incident simulation checking the shape of the bite, making the victim lie down, immobilizing the limb with a bandage from top to bottom and calling for help.

What do you need for this challenge?

An infographic where all the best practices in case of your area snake bite are explained.

8. Long snake challenge

Kids are split into two teams: one team plays the role of the pray, the other team plays the role of the snake. The snake team lines up and holds the person in front by the shoulders and moves all together like a little train and must try to stay together to capture the prey. If they can't, they lose a turn. This challenge is useful when children need a break. Make them move a little, let them play and relax.

