

1. POLLINATOR SAFARI



A pollinator is an animal that causes plants to make fruits or seeds.

Pollinators make seeds by moving pollen from the male anther of a flower to the female stigma of a flower. Without pollinators, we wouldn't have most of the food we love to eat.

Resources

Essential:

Your best wildlife detective skills

Optional:

Bug pots
Paint brush
Magnifiers
Identification charts
White trays
Sweep net

Hints & Tips

Where possible, encourage people to look and photograph, rather than collecting or picking up animals and picking flowers. This is not a competition to collect as many animals and flowers as possible!

You could start the safari by making a 'pooper' or a 'bottle bug catcher'.

Remind children to have kind, gentle hands. We are giants to the minibeasts and don't want to squish them; use a paintbrush and gently persuade the bugs into pots.

Remind them to collect one creature at a time, photograph it, then release it where they found it.

Plenary/Wrap Up

What did you find the most/least of? Why might that be?

What was your favourite thing you found?

What have they enjoyed?

Follow-on activities: Animal Simon says (no 23), Amazing moths (no 19) Butterfly bar (no 22), Seed bomb (no 15), Mini meadow (no 12).

Contact:
notice and actively engage in nature

Linked to emotion and compassion.

Objective:

To be able to identify different pollinators and some key characteristics (butterfly, moth, bumblebee, solitary bee, wasp, honeybee, hover-fly, fly, beetle)

Instructions:

1. Introduce the pollinators.
2. Ask the children to make a 'habitat' in their tray by collecting natural materials.
3. Go looking for pollinators. Use the paint brush to sweep beetles into pots.
4. Use sweep nets to carefully capture butterflies and moths.
5. Use your phone app and ID charts to work out what you've found.
6. Place in tray. As a group, look at what you've found. What have you noticed?
7. Make sure to put all the pollinators back, as close to where you found them as possible.

Remind everyone to wash their hands.

RSPB Wild Challenge

- Shake a Tree
- Make a Beetle Bucket
- Make a Sweep Net
- Make a Bumblebee Nest
- Bottle Bug Catcher



1. SAFARI PEILLIWR



Peilliwr yw anifail sy'n achosi i blanhigion wneud ffrwythau neu hadau.

Maen nhw'n gwneud hyn drwy symud paill o anther gwrywaidd blodyn i stigma benywaidd blodyn. Heb beillwyr, ni fyddai'r rhan fwyaf o'r bwyd rydym yn hoffi ei fwyta ar gael i ni.

Adnoddau

Hanfodol:

Eich sgiliau ditectif bywyd gwylt gorau

Dewisol:

Potiau trychfilod Brwsh paent Chwyddwydrau Siartiau neu apiau adnabod Blychau gwyn Rhwydi sguo

Awgrymiadau

Os oes modd, annog pobl i chwilio a thynnu llun, yn hytrach na chasglu neu godi anifeiliaid a hel blodau. Nid cystadleuaeth i gasglu cymaint ag sy'n bosibl o anifeiliaid a blodau yw hon!

Gallech ddechrau'r saffari drwy greu suggwr neu greu potel dal trychfilod.

Atgoffwch y plant i fod yn ofalus a charedig â'u dwylo. Rydyn ni'n gewri i'r creaduriaid bach hyn, a dydyn ni ddim eisiau eu gwasgu; defnyddiwch frwsh paent a pherswadiwch y pryfed i fynd i mewn i'r potiau'n ofalus. Atgoffwch nhw i gasglu un creadur ar y tro, tynnu ei lun, yna'i ryddhau yn y man lle gwnaethon nhw ddod o hyd iddo.

Grŵp llawn / crynodeb

Beth wnaethoch chi ddarganfod y mwyaf/lleiaf ohono? Beth yw'r rheswm posibl am hynny?

O'r pethau y gwnaethoch chi eu gweld, pa un oedd eich hoff beth chi? Beth maen nhw wedi'i fwynhau?

Gweithgareddau dilynlol: Mae Seimon yn dweud (rhif 23), Gwyfynod thyfeddol (rhif 19), Creu bar i löywod byw (rhif 22), Bomiau hadau (rhif 15), Creu dôl fechan (rhif 12).

Cyswllt: sylwi ac ymgysylltu â byd natur.

Cysylltiedig ag emosiwn a thosturi.

Amcan:

Gallu nodi gwahanol beillwyr a rhai o'u prif nodweddion (Pili Pala, gwyfyn, cacynen, gwenylen unig, gwenylen feirch, gwenylen fêl, pryf hofran, pryf, chwilen).

Cyfarwyddiadau:

1. Cyflwyno'r peillwyr.

2. Gofynnwch i'r plant greu 'cynefin' yn eu blwch drwy gasglu deunyddiau naturiol.

3. Ewch i chwilio am beillwyr. Defnyddiwch y perswadiwr pryfed (brwsh paent) i gymhell/hel y chwilog i mewn i botiau.

4. Defnyddiwch rwydi sguo i ddal gloynnod byw a gwyfynod yn ofalus,

5. Defnyddiwch eich apiau ffôn a siartiau adnabod i geisio darganfod beth rydych wedi'i weld.

6. Rhowch nhw yn y blwch. Fel grŵp, edrychwch beth rydych wedi'i weld. Beth rydych wedi sylwi arno?

7. Gwnewch yn siŵr eich bod yn rhoi pob un o'r peillwyr yn ôl, mor agos ag sy'n bosibl at y man lle gwnaethoch chi eu gweld.

Atgoffwch bawb i olchi eu dwylo.

Sialens Wyllt RSPB

Chwiliwch!
Ysgwyd Coeden
Creu Bwced Chwilog
Creu Rhwyd Ysgub
Creu Nyth Cacwn
Creu Potel Dal Trychfilod