



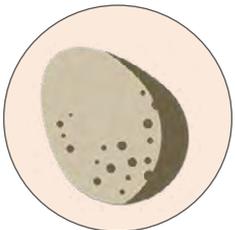
## Activities to do on the beach at low tide



### Catch the Sand Eel (related to the food chain)

**You will need: Two different coloured ribbons or ties, stopwatch or timer.**

Split the group in to two and give one half, one coloured ribbon or tie and one half the other so everyone has an eel. The object is to run around and try and catch everyone else's tail (if a person tags you, they win your tail). If your tail is caught then you are out. Last person standing wins.



### Egg hunt (related to the predation lesson)

**You will need: A ball.**

Two learners are the little terns and have to guard their scrape with an egg (ball) in it. The rest of the group are split in to pairs and are the predators who have to try and steal the egg. If a pair manages to steal the egg, they then become the little terns protecting the egg. You can either have each pair take it in turn to try to take the egg in a set time (for example 2 minutes) or, if you prefer more chaos, have all the other pairs try to take the egg at the same time.



### Ring game scavenger hunt (related to migration)

Give the learners different coloured bands or tags (for example green and red randomly) and a treasure hunt sheet (included in this pack). Learners then try to find the treasure. Each item they find they have to mark in order (number 1-6 for example).

When they have found everything, call them back and ask them who found what item first and where roughly they found it on the beach. Note down how many of the same colour found number 1 etc. Ask the learners to notice how many different places they found the items.

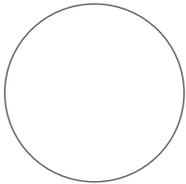
This activity can then be used on the spot as a visual illustration of the different places little terns may come from, or you can take the data back to school and plot it out on a map of the beach to show how the rings give data about the little tern's movements.





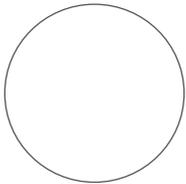
## Beach scavenger hunt

Find these items on the beach. Put number 1 next to the first one you find, number 2 next to the second item, until all the boxes are filled. Make a note of where on the beach you find them. You don't have to find them all in order, just have fun looking!



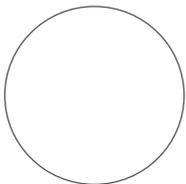
### **Grey pebble**

Where did you find this? .....



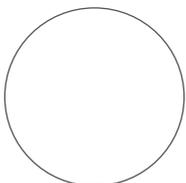
### **A shell**

Where did you find this? .....



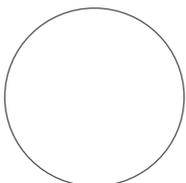
### **Driftwood**

Where did you find this? .....



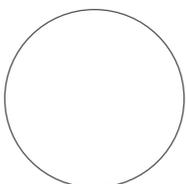
### **A piece of litter**

Where did you find this? .....



### **Seaweed**

Where did you find this? .....

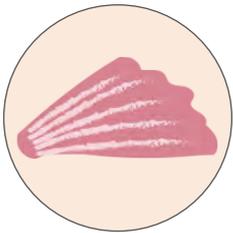


### **Feather**

Where did you find this? .....



## High tide activities to do at the visitor platform or tide line



### Junk modelling (expressive arts)

Ask learners to find items on the tide line that could make tern/sand eel/newt or natterjack shapes on an available flat surface.



### Hopscotch (related to the food chain)

Create hopscotch boards in the sand or with some chalk but miss out alternating numbers and replace with animals such as natterjack, sand lizard, little tern and a fox. When a learner lands on it you can ask what food the animal eats? Where on the food chain it sits.



### Tern, Tern, Eel (related to the predation lesson)

The little tern take on the classic duck, duck, goose game. Learners sit in a circle and one person runs around the outside tapping each person gently on the head saying "tern, tern, tern" however many times they decide until they say eel. Then both people then have to run round the circle and get back to the empty space. The learner who reaches the space second is the next to be on.



### Animal guess who

Guessing game like the classic one but instead of people you have terns, newts, sand eels, foxes. Descriptions could be "I am wiley and sleek, and I like to find eggs in scrapes". See how descriptive the learners can be!