Would you like to share a positive story? Would you like to inspire others? Help your teacher set up a discovery day for a younger class to introduce them to the animals being returned to Dirk Hartog Island as part of the Return to 1616 project. Set up a series of stations around the classroom for self-guided learning in small groups. On the day, set a timer to go off every 8 minutes. When it goes off, groups rotate to the next activity.

Ideas for stations:

Memory Game
Students play the Return to 1616 memory game to reinforce the animal appearance and names.

Wild Challenge Game
Learners play the Return to 1616 Wild Challenge card game to understand the strengths of each animal.

Guess Who?
Students play the Guess Who game to reinforce animal appearances.

Create a Video Quiz
Students choose a series of short videos to learn about some of the Return to 1616 animals and attempt a short quiz.
- Rufous hare-wallaby (0:29) https://www.youtube.com/watch?v=fhqvW5zC0HA
- Banded hare-wallaby (1:12) https://www.youtube.com/watch?v=iJyd_TuLKaY
- Dibbler (3:39) https://www.youtube.com/watch?v=AI9ZLAE5wAs
- Woylie (1:04) https://youtu.be/gdzEHaTAR40
- Stick nest rat (1:50) https://youtu.be/Vm3qYfuVMfk

Drawings
Students use the Return to 1616 animal fact sheets to create drawings of their favourite (drawings to include appearance, features, habitat, food, predators etc).

Models
Students create a plasticine model of their favourite animal.