

# Return to 1616 Discovery Day

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](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.

