

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.

Drawings

Students use the [Return to 1616 animal fact sheets](#) to create drawings of their favourite animals (include physical features and habitat).

Models

Students create a plasticine model of their favourite animal.

Create a Video Quiz

Students choose a short video to learn about some of the *Return to 1616* animals and create a short quiz.

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>

Dibblers released onto Dirk Hartog Island National Park (1:10)

<https://www.youtube.com/watch?v=8vLsHG8xLgU>

Feral cat eradication (2:24)

<https://www.youtube.com/watch?v=vfxJEOOF47g&list=PLwKOFN5-6PcQPw9iPMtPp7TGxbULdJtXc&index=102&t=13s>

Greater stick-nest rats (1:56)

<https://www.youtube.com/watch?v=gOf7Vt8u5Tw>

Loggerhead turtles

<https://www.youtube.com/watch?v=bUXY5OOR66U>

