Session Title:

Do animals have feelings too?





Duration:
45 minutes - 1 hour

Aim:
To recognise that all animals are sentient.

Learning objectives:

1. Learners can recognise that an animal has the ability to experience feelings in a similar way that they do.
2. Learners can give an example of why an animal's feelings matter
3. Learners can explain how their actions determine the wellbeing of an animal.

Key vocabulary:
Sentience - animals can experience feelings in a similar way that people do.

Curriculum references:

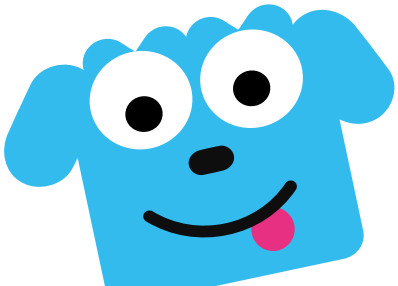
PSHE
Living in the wider world

Science
Living things and their habitats
Animals including humans

English
Speaking and Listening

British Values
Contributing positively to the local community and society more widely





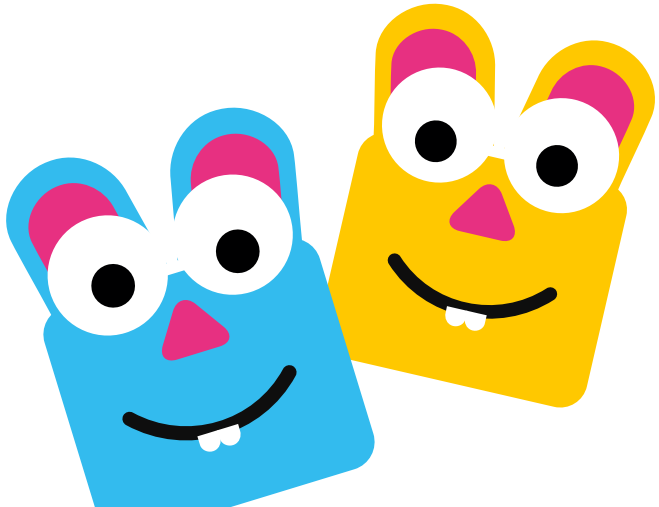
Pet Education Partnership

England

Time	Activity	Instructions	Resources
3 minutes	Intro discussion	**Slide 3** Show the screen displaying a variety of feelings words. Ask each young person to choose one word on the screen that matches a feeling they have had that day. Ask for 2 or 3 volunteers to share the feelings word they have chosen and explain why they felt that way if they wish. Look at the same words again on the screen and ask the class if animals can have those feelings too - **take a hands up vote.** Explain this workshop will explore if animals have the ability to experience feelings in the same way that they all do.	Presentation slides
10 minutes	True or false quiz Discussion	As a quick warm up activity, ask the group to **vote on whether the statements that appear on the screen are true or false.** Use thumbs up/down, standing up/sitting down, moving to one side of the room or the other or any other method you choose. If anyone isn't sure of any answer, just have a guess. **Slide 4-5** Cats only purr when they are happy. **False.** Click to reveal the answer for all quiz slides. **Slide 6-7** Chickens enjoy sunbathing. **True.** **Slide 8-9** Goldfish have a 3 second memory. **False** **Slide 10-11** The skin of a pony is as sensitive as a person's. **True.** **Slide 12-13** How we behave around a dog makes no difference to how they feel. **False.** **Slide 14-15** Chameleons change their colour to blend in. **False.** **Slide 16-17** Rabbits are happy living in a hutch. **False.** **Slide 18-19** A hamster can feel bored. **True.** **Slide 20-21** Guinea pigs will feel lonely living on their own. **True.** **Slide 22-23** Some spiders run and hide from danger. **True.** **Slide 24** Ask the young people if there were any answers that surprised them at all, and if so, why? Do they view some of these animals slightly differently now? Which ones and why?	Presentation slides

Time	Activity	Instructions	Resources
20 - 30 minutes (depending on number of case studies used)	Discussion/ recording answers	**Slide 25** Animal case studies. Explain the next activity is taking a look at animal case studies and discussing how each animal felt. There are ten different case studies, simply choose a selection that fit your audience/timing. Each activity can be delivered as a class or group. **NB** if you wish to remove some of the case study slides from the powerpoint file that you won't be using, simply select the slide, right click and select 'hide slide'. All printable activity sheets can be found in the resource pack. **Slide 26** For each of the case studies, discuss (and record if you choose to do so) 3 questions: **How do you think the animal was feeling?** **How was the animal affected by the actions of people?** **Why do the feelings of the animal matter?** **Slide 27** Petal the guinea pig. **Lower KS2.** **Slide 29** Florence the rabbit. **Lower KS2.** **Slide 31** Copper the goldfish. **Lower KS2.** **Slide 34** Harry the hamster. **Upper KS2.** **Slide 36** Bella the pony. **Upper KS2.** **Slide 38** Gordon the chameleon. **Upper KS2.** **Slide 40** The Web Report. **Upper KS2.** **Slide 42** Grant the dog. **Suitable for all KS2.** **Slide 44** A journey through Cats Protection. **Suitable for all KS2.** **Slide 46** Hettie the chicken. **Suitable for all KS2.**	Presentation slides

Time	Activity	Instructions	Resources
5 minutes	Plenary discussion/ recording promises	**Slide 48** Repeat the question asked at the start of the lesson: Do animals have feelings too? **Take another hands up vote** and discuss any change in the vote results. **Slide 49** Play the video that explains sentience and the next activity. Pause the video. Young people **record their sentience promise**, either on the template supplied or on individual whiteboards and **share them with the group**. Press play to show the remainder of the video.	Presentation slides Video clip Optional printable sheet



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