

## **Insect Collecting Game - Teaching Notes**

### **Teaching goals:**

- A)** Importance of museum collections in monitoring change.
- B)** Why insects are particularly useful for monitoring change.
- C)** Why changes to the natural world/ habitats occur (human lead in this case).
- D)** That wildlife conservation projects exist to protect species and habitats in the local area.

### **Knowledge that students should already have before using the interactive:**

What is a habitat.

Why do different species live in different places?

Why can this change over time?

### **Issues students may have when playing the game:**

**A)** When comparing the two time periods of their insect collection, students will notice differences between them. These differences may be due to insect species becoming extinct or being introduced but could also be because the student did not locate all of the insects in one or both time periods. This reflects a real life sampling problem that is often encountered so do not worry. Each insect in the collection box will have its own descriptive piece of text, explaining how common it is or was in both time periods. This will help guide the students through the multiple-choice section at the end of the interactive and let them conclude if they simply haven't yet found that insect or if it actually wasn't there.

### **Further information for teachers/ parents/ interested older students:**

If you want to see the insects included in this game (and more) in real life, take a trip to some local nature reserves:

Wicken Fen Vision Project:

<https://www.nationaltrust.org.uk/wicken-fen-nature-reserve/features/wicken-fen-vision>

Great Fen Project:

<http://www.greatfen.org.uk>