



Super Insects

Curriculum Links

Nature of Science

Build on students' prior knowledge by working together to share and examine their own and others' knowledge

Science - Living World

Big science ideas

Level 1-2

Insects are living animals

Living things can be grouped in different ways

Level 3-4

Classify living things using science based classification

Use the web links in the magnifying glass to discover more about New Zealand insects

Living vs non-living

<https://www.sciencelearn.org.nz/resources/27-living-or-non-living>

Classification system

<https://www.sciencelearn.org.nz/resources/14-characteristics-of-living-things>

Grouping insects

https://www.sciencelearn.org.nz/image_maps/86-the-five-insect-orders

Insect taxonomy

<https://www.sciencelearn.org.nz/resources/2840-insect-taxonomy>

Scan QR code



WHAT IS AN INSECT?

Inquiry

Before engaging with the Collector's Album

Discover your students' prior knowledge of the insect world.
Use questions like -

What do we know? What would we like to know? *that's a great question!*

Is a spider an insect? Are insects living? ←

Do some predicting – how big is the largest insect in New Zealand?

How small is the tiniest insect? Where do insects live?

Create an interactive Insect Knowledge Wall display where students can put their questions, predictions, hypotheses and findings. Sticky walls are great for this.

Engage with pages 6 & 7 of the Collector's Album. *check out these pages*

- * Discuss the information you have discovered.
- * What does this new information tell us about our ideas/predictions? What surprised you?
How will you find insects? What equipment will you need? Going on an insect hunt – make a class song, story or poem about your adventure.
- * Remember to observe carefully – insects are living animals. Leave them and the environment as you found it.

Extension

Add more fun facts.

Each student can add a Post-it, or other shape, to the class knowledge bank with a fun fact they have discovered. Be creative with the shapes!

