

LKS2 THE ULTIMATE PIG CHALLENGE

During our live lesson, we will be meeting Flavian the pig farmer and his clever pig dog, Rex, and learning all about their team of pigs. Did you know that pigs are extremely clever animals and they have lots of special skills? See how your skills compare with this ultimate pig challenge!



Learning objectives:

To make systematic and careful observations and take accurate measurements using a range of equipment.

Equipment:

- Stopwatch
- Trundle wheel or long measuring tape
- 5 small bowls containing a range of strongly scented foods, covered in tin- foil with small holes in.

CHALLENGE 1: CAN YOU RUN AS FAST AS A PIG?

Pigs are much speedier than they look and can run a whole mile (or 1.6km) in 7 minutes! Head outside and measure the length of your playground or school field. Work out how many lengths of your playground you need to run to reach a mile and then run it. Time yourself using a stop watch. Are you as fast as a pig? Work out the difference between your running time and a pig's running time.

I can run a mile in _____ minutes and _____ seconds.

CHALLENGE 2: CAN YOU SMELL AS WELL AS A PIG?

Pigs have lots of glands in their snout and are known for their incredible sense of smell. Ask your teacher to set up 5 bowls containing various strongly- scented foods and covered in tin foil with small holes in. Close your eyes, smell each food and write down what you think it is in the table. Ask your teacher to reveal how many you correctly identified at the end.

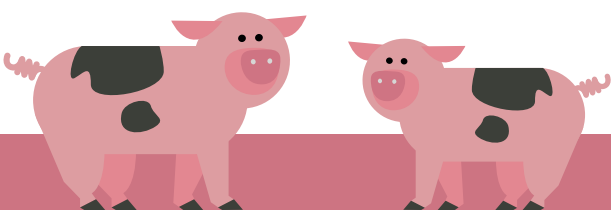
Mystery food	My guess

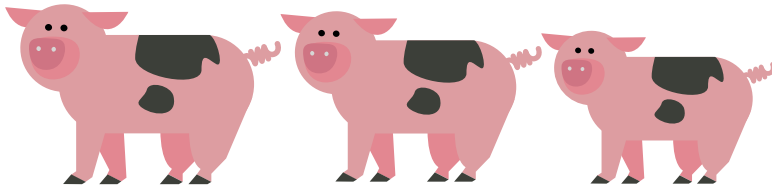
I identified _____ scents correctly.

CHALLENGE 3: CAN YOU SQUEAL AS LOUD AS A PIG?

Pigs can squeal as loud as 115 decibels (which is higher than the sound of a supersonic aircraft). Go outside and, making sure you are not too close to another child, cover your ears and squeal as loud as you can. Measure how loud you are using a free sound level meter such as the 'Decibel' app.

My squeal is _____ decibels.





Learning objectives:

- To design a living environment for pigs and piglets
- To design a nutritionally balanced snack for a pig
- To generate, develop, model and communicate ideas through discussion and annotated sketches

Introduction:

British farming has some of the highest animal welfare standards globally. This means that our pigs are some of the happiest and healthiest pigs in the world! During our live lesson, we will be meeting Flavian the pig farmer and his clever pig dog, Rex, and learning all about how they keep their pigs happy and healthy.

Your task is to use your learning from the lesson and some independent research to design a living environment for three happy and healthy little pigs! Use these prompts to help you:

- What do pigs need to be happy and healthy? Make sure the pigs can freely access these things.
- At what temperature are pigs the most comfortable? How might a farmer use technology to monitor and regulate this?
- How might you make their sleeping area comfortable? What materials could you use?
- What might pigs like to play with? Think about how you can add enrichment to their environment.

Draw and label a diagram and a plan of your pigs' living environment and explain your ideas to a partner.

Extension activities:

- What do pigs need to eat to stay happy and healthy? Design a nutritionally balanced snack for a pig. Draw a labelled sketch to explain your ideas.
- Create an advertisement for your snack products.



Links to the National Curriculum:

Science:

- Identify that animals, including humans, need the right types and amount of nutrition, and that they can not make their own food; they get nutrition from what they eat
- Recognise that environments can change and that this can sometimes pose dangers to living things.

Design Technology:

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.