

# Corridors

1 hr



## Activity guide:

### Equipment required:

- Print the two 'Corridors' worksheet for all pupils
- Coloured pencils or pens
- Scrap paper

### **To complete the sheet:**

1. Explain that animals use their habitats for different things and being able to move between different areas is very important.
2. Each pupil begins work on the worksheet, trying to find a way to fit different land uses in whilst still allowing travel between habitat areas.
3. Pupils invent and draw ways for the animals to cross any features that block their route.

# Corridors



**Wildlife corridors:** Wildlife corridors are a way of keeping areas of habitat connected even when development cuts off areas that were previously linked. They allow animals to move safely across large areas. They can take many forms including; hedgerows, road verges, field margins and urban gardens.

**Game rules:** The grid already contains roads and rivers. You must add 30 green habitat squares and 30 red town squares to the grid. You need to make sure there is a green path from the start to the end that animals can follow safely. They can only move between squares that are next to each other, not diagonally. Whenever your route has to cross a road or a river you must invent a safe way for the animals to cross it. Draw and describe your invention below:

A large, empty, rounded rectangular box with a thin green border, intended for a student to draw and describe their invention for crossing roads or rivers.

Loss of forests causes more CO<sup>2</sup> emissions than all the world's transport.

# Corridor game board



End

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				■					
	■	■	■	■	■	■			
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		■		■					

Start

30 habitat squares



30 town squares



Heathland is a rarer habitat than rainforests.

\* Tick off each square as you add it to the grid