Corridors

Equipment required
- Print the two 'Corridors' worksheet for all learners
- Coloured pencils or pens
- Scrap paper

To complete the activity

1. Explain that animals use their habitats for different things and being able to move between different areas is very important.

2. Support learners to begin work on their worksheets, trying to find a way to fit different land uses in whilst still allowing travel between habitat areas.

3. Encourage learners to invent and draw ways for the animals to cross any features that block their route.

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.
- You can move between squares that are next to each other, but not diagonally.
- Whenever your route has to cross a road or a river you must invent a safe way for animals to cross it.
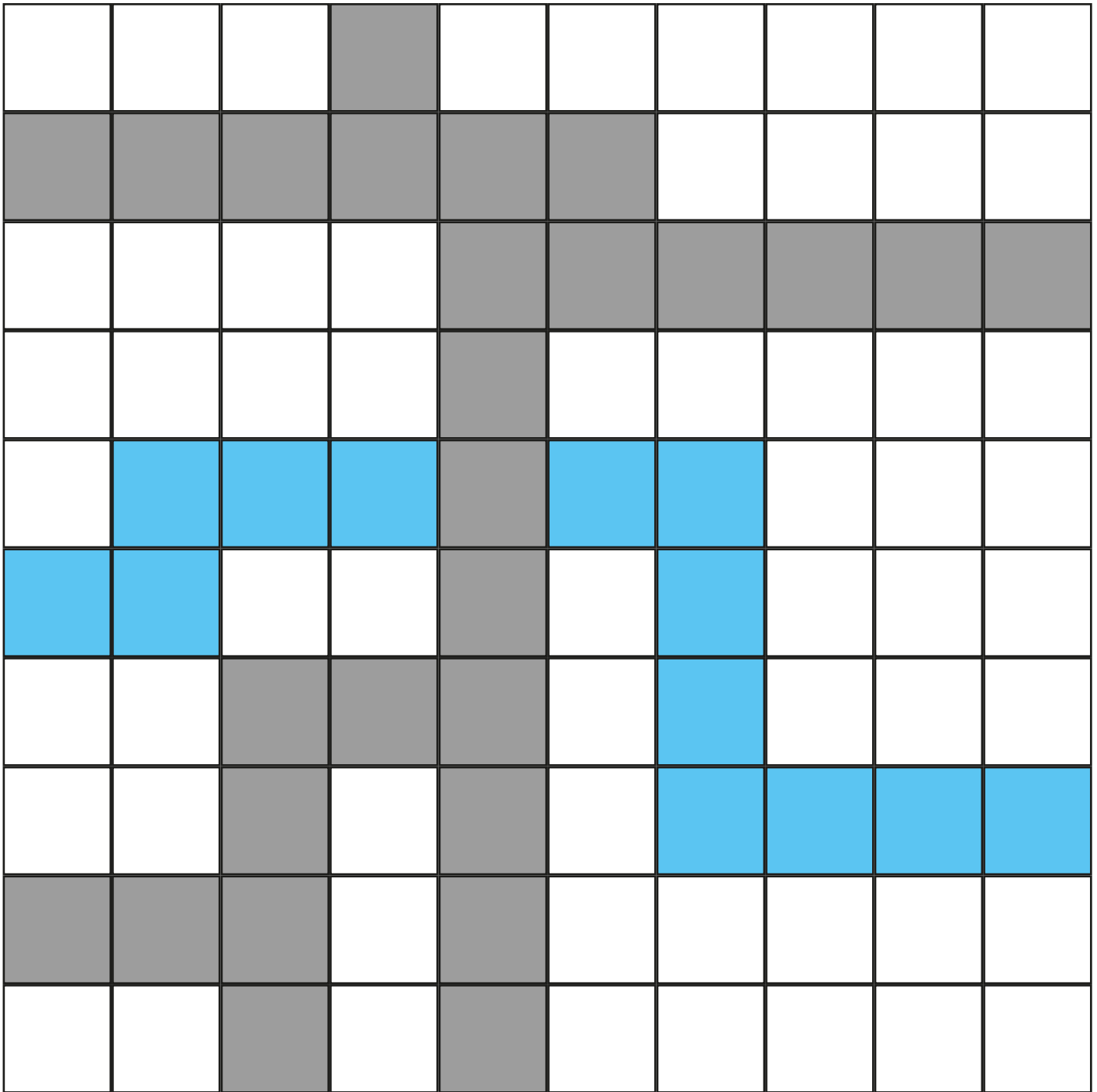
Draw and describe your invention below:

Corridor Game Board

End

Start

30 habitat squares

30 town squares

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

Heathland is a rarer habitat than rainforests.