

*Building Science Concepts; 'Is this an Animal?' Book 39*

An interactive site which involves games and activities involving animals is, *Science Kids*. This activity has animals going past on a conveyer belt and students need to click on them and drop them into the correctly labelled box of the criteria they fit. If the animal is placed in the wrong box it goes back onto the belt and the student is made to try again. This interactive site is very relevant to the strand of investigating as the student is given options of the correct answer, however they are made to keep trying until they get the correct one, helping the student to realise what group the animal belongs to through their own investigation

Science Kids (August 3, 2013). Retrieved from:

<http://www.sciencekids.co.nz/gamesactivities/plantanimaldif.html>

An animation game I found called '*Plants and Animals*' is also to support my topic (<http://www.sciencekids.co.nz/gamesactivities/plantsanimals.html>) children would be able to see and participate on what is living and what is not living. This game demonstrates the four strands of the nature of science. This game teaches children to learn the differences between what is living and what is not living. This game allows the child to think and make decisions on what they think is living.