



THE OFAH | MARIO CORTELLUCCI
HUNTING & FISHING
Heritage Centre

705-748-6324, ext. 100 | info@hfhc.ca

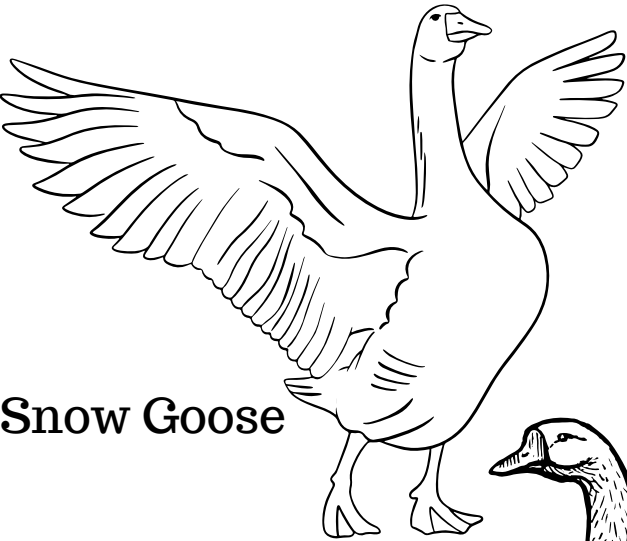
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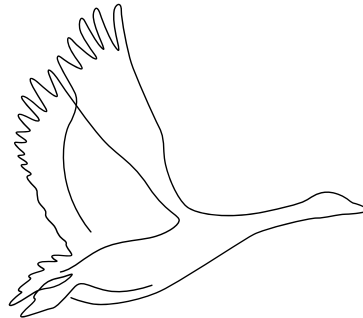
GOOSE COLOURING

JK - Grade 3

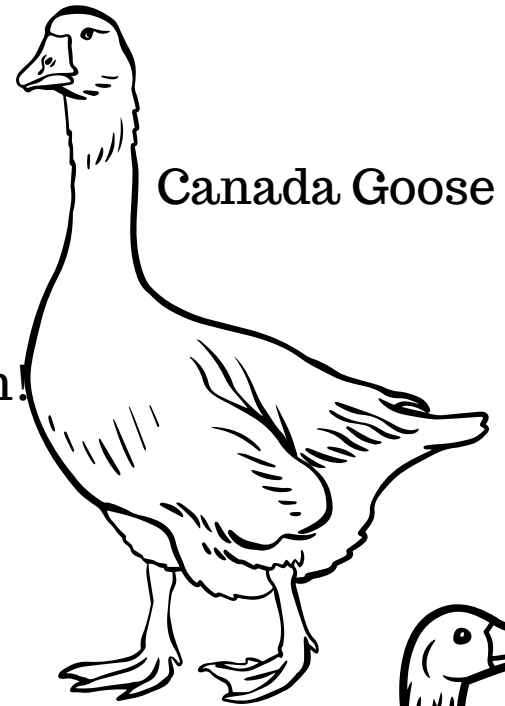
Ontario is home to different species of geese. See how well you can colour in different species!
If you don't know what the species looks like, try to look it up online!



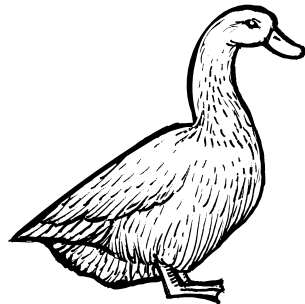
Snow Goose



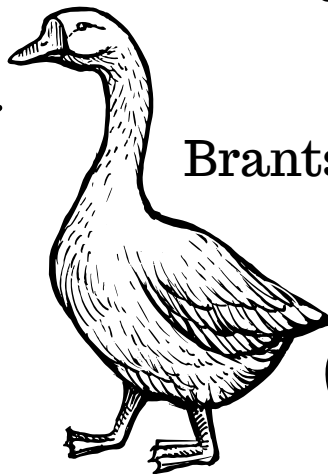
Design your own!



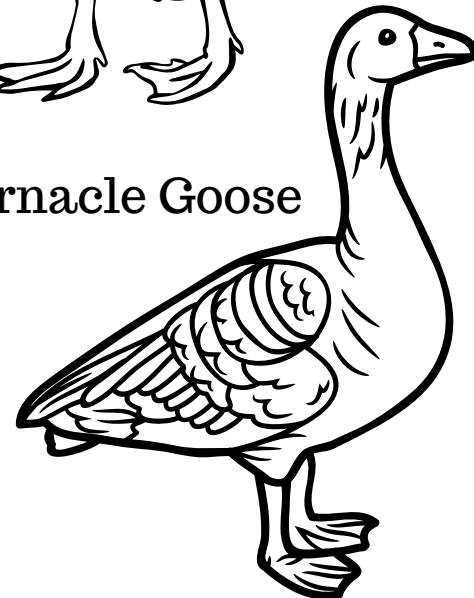
Canada Goose



Brants



Barnacle Goose



Canada Goose



Design your own!



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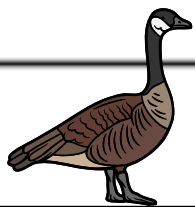
Grade 4 to 8

WORD SEARCH

Silly goose! There are many interesting terms associated with geese! See if you can find them all!



P	X	A	E	S	E	E	G	F	D	F	W	I	N	G	T	I	P	S	I	A	P	E
R	W	N	L	S	R	E	B	U	T	V	Z	X	J	E	L	C	A	N	R	A	B	F
E	E	F	F	S	E	A	Q	U	A	T	I	C	B	R	E	E	D	I	N	G	Q	L
D	T	O	F	W	D	K	J	H	J	G	H	Q	R	N	R	K	G	N	L	G	J	Y
A	L	R	Z	R	E	I	N	T	R	O	D	U	C	T	I	O	N	O	N	O	W	W
T	A	M	W	G	H	Y	K	E	R	A	T	I	N	O	V	F	J	I	H	S	E	A
O	N	A	U	H	R	U	E	X	T	I	R	P	A	T	E	D	Q	T	E	L	R	Y
R	D	T	Q	V	A	A	N	W	I	O	S	B	T	A	N	H	Z	A	R	I	O	S
S	S	I	H	Q	H	B	S	T	X	J	R	R	R	D	G	E	Q	R	B	N	V	Z
U	Z	O	C	Q	V	L	I	S	I	I	B	A	A	A	B	U	R	G	I	G	I	U
B	O	N	Y	C	K	N	B	T	L	N	I	N	V	N	I	M	A	I	V	S	N	T
L	W	L	K	R	O	O	T	S	A	A	G	T	E	A	L	L	L	M	O	S	M	S
Q	O	D	N	A	L	M	R	A	F	T	N	B	L	C	L	A	S	H	R	S	O	E
E	N	Y	S	I	Y	C	L	H	O	N	K	D	U	T	S	N	U	O	E	S	U	N
U	S	I	B	P	V	N	S	H	C	Y	W	J	S	X	R	E	D	N	A	G	R	K
K	S	S	O	R	N	O	I	T	A	V	R	E	S	N	O	C	V	H	N	E	O	S



Find the following words in the puzzle.
 Words are hidden ↑ ↓ → ← and ↘

AQUATIC
 BARNACLE
 BILLS
 BRANT
 BREEDING
 CANADA
 CONSERVATION
 EXTIRPATED

FARMLAND
 FLYWAYS
 FORMATION
 GANDER
 GEESE
 GOSLINGS
 GRASSLANDS
 HABITAT

HERBIVORE
 HONK
 HUNTING
 KERATIN
 MIGRATION
 NEST
 OMNIVORE
 PREDATORS

REINTRODUCTION
 ROOTS
 ROSS
 SNOW
 TRAVEL
 TUBERS
 WETLANDS
 WINGTIPS





CREATE! (40 min.)

Design Your Own Canada Goose



You'll need: Cardstock or construction paper (blue or green for the background, black and white for the goose), scissors, crayons, chalk, and glue. Smartboard to view Canada Goose images.

Set Up: Set up the Smartboard and begin by examining images of Canada Geese. Make a chart for students to give their thoughts on important physical features of Canada Geese.

Explanation:

- Show Canada Geese images to the students and explain that we will be making our own geese today. First, we must identify what elements of geese we need in order to make a recognizable image of a goose. We are looking for a round body, oval wing shape with a pointed tip, long neck, round head with a short, straight beak, black eyeball, a white band below the chin and pointy tail feathers.
- Explain to students we will be making each element of a Canada Goose and then putting them together in either a wetland (blue background) or grassland (green background) setting. Have students sketch out basic patterns on construction paper or cardstock: an oval for the body, a pointy oval wing, a long neck with a rounded head and straight beak, a white band below the chin, and a pointy set of tail feathers.
- Then make adjustments and cut the pieces out. Use crayons to draw details on the wing, body and tail pieces and begin to glue the elements of each goose onto the background paper (see image on next page for an example). Students can then use chalks (grey and blue for water background and green/brown for grasslands) or crayons to add elements to the environment surrounding their goose. Display goose images for the class to see and compare.



CHALLENGE! (15 min.)

Canada Goose, Canada Goose, Canada Goose, Migrate!

You'll need: A space large enough for students to sit in a big circle, and safe enough for them to run. This could be a classroom, gym, multi purpose room or outdoor space

Set Up: Have the students sit in a big circle all facing towards the middle.

Explanation:

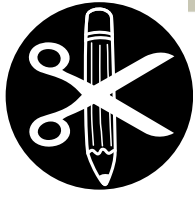
- Explain to students that we will be playing a game that is similar to Duck, Duck, Goose, except in this game we will need to have a flock of Canada Geese which will fly in a "V" formation to race against the approach of winter. The first student will become 'winter' and they will walk around the circle tapping students on the head saying "Snow Goose." They will then need to tap and call 3 students in a row as "Canada Goose." Once the 3 Canada Geese are picked they will stand up and in a "V" formation they will race around the circle against Winter to see who can make it back to their spots first.
- The Goose in front of this flock will then become 'winter' and the game will continue.



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CREATE!

Design Your Own Canada Goose - Example Image



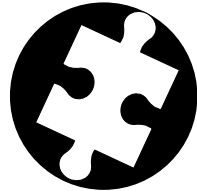
*Example from Cindy Derosier
www.cindyderosier.com

4601 Guthrie Drive, Peterborough, Ontario K9J 8L5
Entrance around the bend on McNamara Rd.



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An Agency of the Government of Ontario
Un organisme du gouvernement de l'Ontario



CHALLENGE! (45 min.)

Migration Memory!



You'll need: Chalk or tape, a space large enough for the whole class to move around with a floor or ground where you can either draw or tape out a grid for students to stand in. A smartboard and waterfowl migration/travel routes map to show students.

Set Up: Take the time to either draw with chalk, or tape off, a grid of 10 squares by 10 squares (one to 2 foot squares). This may be best done on pavement outside the school, or with floor safe tape somewhere in the school. Use the smaller 10x10 grid provided (next page) and print it out. You will fill in the grid (colour in the squares or number them) in such a way as to create a path of migration from the "North" end of the grid to the South (see example page). The path must be connected (but not diagonally) so as to create a travel route which the geese will be "migrating" along to get to their "Southern" winter grounds. *Don't show the students!

Explanation:

- Pull up migration and flyway maps on a Smartboard. Remind students about the migration patterns of Geese and the Migration/Flyway maps that were shown in the Virtual Lesson on Geese. Explain that not all species or individuals necessarily use all flyways, but that birds do use the same flyways year after year to migrate to their summer and wintering grounds for breeding, raising young, feeding, etc. How do they think waterfowl find these same routes year after year? What challenges may they face? What if they forget the route? Discuss this with the class.
- Next, move students to the grid which has been created, or have students help to make the grid of 10 squares by 10 squares that they will use to "migrate."
- Explain that students are now going to become geese, and that they will be migrating through this autumn and heading South for the winter. They will have to rely upon their observations, memory and fellow flock members in order to make the journey. Line the students up along one side of the grid which will be considered "North." One student at a time, they will leave their "Northern" summer grounds and they must find their "migration route" down to the Southern end of the grid.
- Students can begin, one at a time, to enter the grid from the North. If a student steps on a square which isn't on your pre-planned migration path, their turn is over and they will go to the back of the line, to get another turn in order. If a student steps on a square which is on the migration route, they then continue and must take another step in any direction (except diagonal) to find the next square on the migration route. Each time a student steps off the migration path their turn is over. The class will continue, one at a time, until they collectively find the migration route and all are able to migrate to the opposite end of the grid.
- If you'd like, you can then explain that winter is over and the flock must now migrate from their Southern winter grounds to their Northern summer grounds, along the same flyway or migration route. Repeat with the same rules until all geese have traveled safely North again. This exercise is infinitely repeatable, as you can make up many different travel routes, reset the class and repeat the exercise with a different path each time.
- You may also challenge the class by waiting a few days, weeks, etc. and then set up the migration grid and use the same pathway as you did before, to challenge their memories and see if they can remember how they migrated "last season."

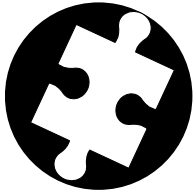




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CHALLENGE!

Migration Memory Grid Template Example!

