

Gamekeeper activity 2 **Dog drama**

**Age
range:**
7-11

Duration:
Approx 90 minutes

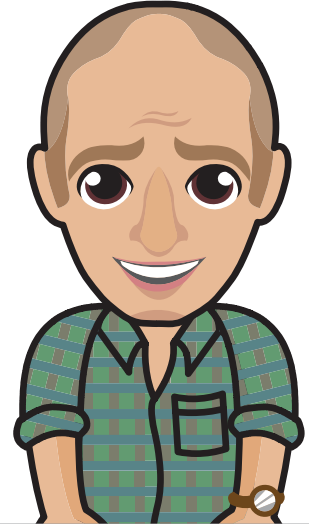
Aim

For pupils to learn about the role of gamekeepers in protecting nesting birds and to understand the countryside code.

Learning objectives

Pupils should learn:

- About the dangers of allowing dogs to stray off paths in the countryside
- About the work that gamekeepers do in protecting wildlife
- About the countryside code



Curriculum links

England

- National Curriculum Citizenship: 1a, 1e, 2a, 2e, 4b
- English En1 4a, 4b, 4c, 4d; En3 1a, 1e

Wales

- National Curriculum English: Skills – Oracy 2, 3, 4, Writing 1, 2, 3, 4, 5
- Welsh: Skills – Oracy 2, 3, 4, Writing 1, 2, 3, 4, 5

Materials and equipment

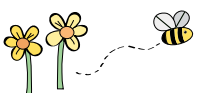
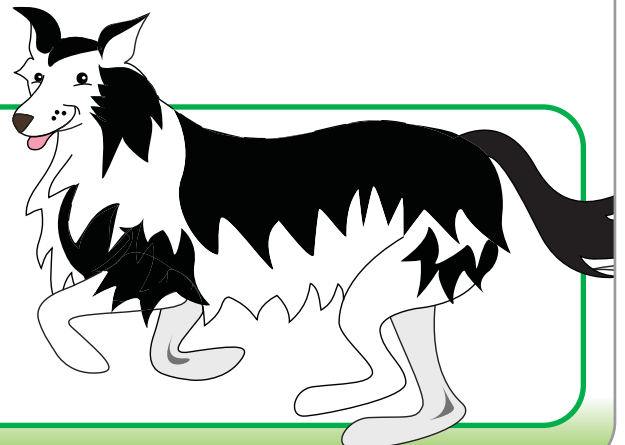
- Rough books and pens/pencils
- Copies of Worksheet Ga2 (one per pupil if required – see below)

Preparation

Go to Farm > **Gamekeeper** where pupils can watch the Gamekeeper video and read the facts before or at the start of this activity. The performing of drama sketches or play scripts may best be carried out in the hall.

Key vocabulary

gamekeeper, nesting, habitat, footpath, countryside code, access, gamebirds



Running the activity

a) Introduction:

After seeing the Gamekeeper video, ask pupils to name some of the gamekeeper's main jobs. One of these is to raise and care for gamebirds such as pheasant and partridge. Ask pupils where these birds nest and explain that they are ground-nesting birds. One way to do this is to show photos of the nests – these can be found by typing 'pheasant nest' into Google Images.

b) Countryside Code:

Briefly introduce the idea of the Countryside Code to the pupils and ask what it is for. The five parts of the code can be written on the board:

- Be safe, plan ahead and follow any signs
- Leave gates and property as you find them
- Protect plants and animals and take your litter home
- Keep dogs under close control
- Consider other people

The code is also written on Worksheet Ga2.

c) Imagine:

Ask pupils to imagine the Dog drama scenario: a person is out walking a dog along a footpath in the countryside in an area where there are ground-nesting birds such as pheasants. Some people would keep the dog on a lead but many would not. Ask the pupils to imagine that the dog was running off the footpath onto the nesting habitat. The gamekeeper responsible for the land is nearby and goes to talk to the dog-walker. What might be said? Spend a few minutes discussing this and then explain to pupils that they will be writing a short play script or drama sketch for this scene. Worksheet Ga2 will help the pupils to understand the issues and set out the script correctly. Ensure that the pupils understand that gamekeepers are keen to make sure that a wide variety of wild birds also have undisturbed nesting.

d) Discussion:

When the scripts have been written, ask pupils to act them out in pairs. Discuss the scripts with the class: Were they realistic? Did the gamekeeper explain why it is important to keep dogs on footpaths in this kind of situation? How could the sketch be improved?

e) Quiz:

Go to Farm > Gamekeeper > Quiz on the interactive whiteboard. Complete the quiz as a whole class activity. You could split the class into two teams to make it more competitive.

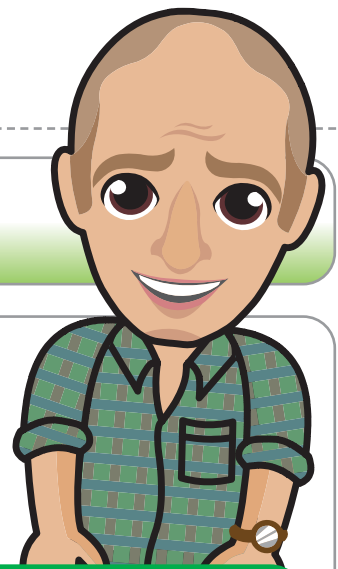
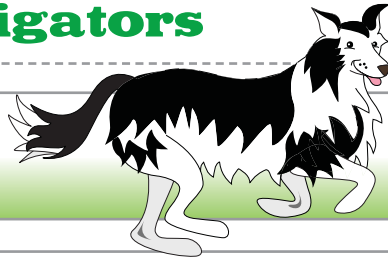
Extension activities

- 1 Some people might argue that they should be allowed to walk anywhere in the countryside. Others, such as many farmers and gamekeepers, might disagree. The pupils could debate this issue, looking at the arguments of both sides and attempting to understand why it is important in the countryside.
- 2 Write unsent letters to the local newspaper, arguing the case for or against keeping dogs on leads on rural footpaths.

Background information for teachers

Go to Teachers > Useful links to find out more about gamekeepers and their work.





Ga2: Dog drama

You are going to write a drama sketch about a person walking a dog along a footpath in the countryside. The dog is not on a lead and there are ground-nesting birds nearby. A gamekeeper comes along to talk to the dog-walker because the dog has wandered off the footpath.

Here are some ideas and information to help you write the sketch:

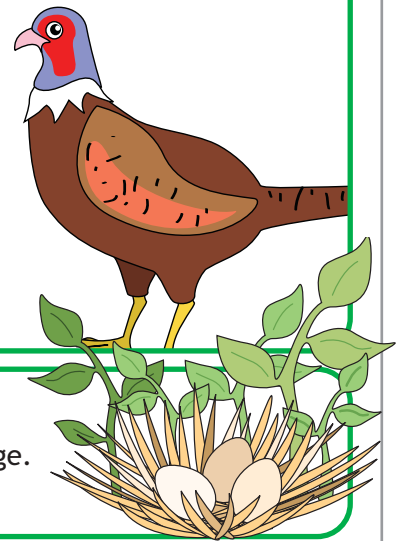
1. The countryside code

This is important advice for people visiting the countryside. It has five parts:

- Be safe, plan ahead and follow any signs
- Leave gates and property as you find them
- Protect plants and animals and take your litter home
- Keep dogs under close control
- Consider other people

Remember that dogs can be dangerous to birds and farm animals.

Walkers and their dogs are allowed on footpaths but should not stray off them.



2. Gamekeepers and gamebirds

Gamekeepers help to raise and protect gamebirds such as pheasants and partridge. These birds lay their eggs on the ground. The young chicks cannot fly.

3. Setting out your drama sketch

A drama sketch is set out like a play script. Each character's name is written on the left and the words they say are written next to the name, without speech marks. Any actions, sounds or descriptions of the way people speak go in brackets. Here is an example:

Woman: (Calling to dog) Here Oscar!

Gamekeeper: Hello, madam. Is that your dog?

Woman: Yes, he's a bit excited today being out in the country.

(Sound of barking)

Gamekeeper: I can see that, but you really need to keep him on the footpath.

Woman: (A little worried) Oh, why is that?

4. Tips

- Make sure that the gamekeeper explains carefully why dogs should be on footpaths
- Stick to just two characters and the dog
- Remember that gamekeepers welcome people on footpaths
- Try to make the language realistic

