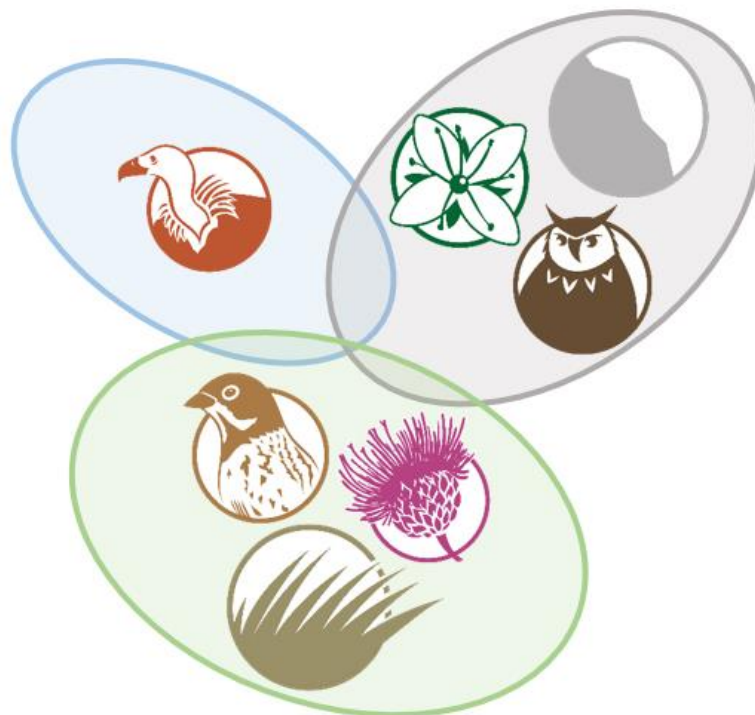


# LIKE

Living  
on the  
Karst  
Edge



## Educational program

# NATURE 2000

**Team of Authors:**

Ana Barešić, PhD, Natural History Museum Rijeka, Botany Curator (conceptual design and content)

Anita Hodak, Master of Arts, Natural History Museum Rijeka, Museum Pedagogue

Željka Modrić Surina, PhD, Natural History Museum Rijeka, Senior Botany Curator, Director

**Suradnici za stručni dio:**

Matej Varga, PhD, Master of Engineering in Geodesy and Geoinformatics (Natura 2000 area)

Primož Kmecl, PhD, DOPPS - BirdLife Slovenia (ortolan bunting)

Slavko Brana, B.Sc. in Forestry, Public Institution Natura Histrica (dry karst grasslands)

Luka Meštrović, Master of Geography, Public Institution Natura Histrica

(single-flowered saw-wort)

Boštjan Surina, PhD, Associate Professor, Botany Curator, Natural History Museum Rijeka

(*Moehringia tommasinii* Marches)

Tomaž Mihelič, DOPPS - BirdLife Slovenia (eagle owl)

Vedran Lucić, Master of Biology, BIOM Association (griffon vulture)

This material was created with the financial support of the European Union, within the framework of the project „LIKE - *Living on the Karst Edge*“, and carried out as a part of the cooperation program INTERREG V-A Slovenia - Croatia 2014 - 2020.

The team of authors and experts are exclusively responsible for its contents which, therefore, may not be deemed as official attitude of the European Union.

Ana Barešić, PhD

## Be the Protector of Nature 2 (human activity) – Why is nature endangered? (5<sup>th</sup> workshop)



### Basic topic:

Human activities which endanger nature.

*Human activity is sometimes pernicious to nature and environment. Thus, there are various regulations as well as codes of conduct in nature whose aim is to preserve it and reduce detrimental influences of human activities. Through the workshop, we will elaborate their role and explain how to behave in nature in order to protect it.*

### Key information to be transferred:

- ✓ we need to preserve nature, man cannot survive without it

### Topic introduction:

*Conversation/discussion questions* (example! – we always adapt the questions to the situation and the group!):

- ? What would you say, what is nature? Why is it important to protect nature, plants and animals?
- ? In what ways do we protect nature, plants and animals? How do you protect them?

### **The course of the workshop (recommendation):**

Preschool age (3 – 6 years) and children with special needs (total duration 45 – 60 minutes):

Activity	Short description:	Approximate duration (recommendation):
Introduction	The workshop starts with the introduction during which all participants introduce themselves. The participants are given name tags which they attach to their clothes with the help of the workshop presenter. During the introduction, the participants also state their favourite plant, animal or place in nature.	10 minutes
Topic introduction (presentation and conversation/discussion questions)	The workshop starts with the introduction during which all participants introduce themselves, they receive tags on which they write down their names and which they attach to their clothes. Then he/she presents the topic in more detail through the presentation and conversation. <i>Conversation/discussion questions</i> (above).	10 – 15 minutes
Game (memory game)	The participants will play a memory game with images related to human activity and NATURA 2000 and other protected areas.	15 – 25 minutes

<b>Assessment</b>	Brief conversation about the workshop, feedback from the participants and, at the end, cleaning up the space and used items.	10 minutes
<b>Total duration</b>		<b>45 – 60 minutes</b>

Primary school age (1<sup>st</sup> – 4<sup>th</sup> grade) (total duration up to 90 minutes):

<b>Activity</b>	<b>Short description:</b>	<b>Approximate duration (recommendation):</b>
<b>Introduction</b>	The workshop starts with the introduction during which all participants introduce themselves, they receive tags on which they write down their names and which they attach to their clothes.	10 minutes
<b>Topic introduction</b> (presentation and conversation/discussion questions)	The presenter then introduces the topic (title and short description) and starts a conversation with the participants in order to assess their level of knowledge and further course of the workshop. The duration of this part depends on the group. Then he/she presents the topic in more detail through the presentation and conversation. <i>Conversation/discussion questions</i> (above).	15 – 25 minutes
<b>Game</b> (board) „Don't stomp on me, man!“	The participants will play an appropriate game with terms and species related to the project area and issues. The goal is to reach the finish as soon as possible.	35 – 45 minutes
<b>Assessment</b>	Final comments, brief conversation about the workshop, feedback from the participants and, at the end, cleaning up the space and used items.	10 minutes
<b>Total duration</b>		<b>70 – 90 minutes</b>

Primary school age (5<sup>th</sup> – 8<sup>th</sup> grade) (total duration up to 90 minutes):

<b>Activity</b>	<b>Short description:</b>	<b>Approximate duration (recommendation):</b>
<b>Introduction</b>	The workshop starts with the introduction during which all participants introduce themselves, they receive tags on which they write down their names and which they attach to their clothes.	10 minutes
<b>Topic introduction</b> (presentation and conversation/discussion questions)	The presenter then introduces the topic (title and short description) and starts a conversation with the participants in order to assess their level of knowledge and further course of the workshop. The duration of this part depends on the group. Then he/she presents the topic in more detail through the presentation and conversation. <i>Conversation/discussion questions</i> (above).	20 – 30 minutes
<b>Game</b> (hotel) „Insects need a hotel, too!“	The participants will make an insect hotel according to the instructions and with the help of the presenter.	35 – 40 minutes
<b>Assessment</b>	Final comments and the end of the workshop, brief conversation about the workshop, feedback from the participants and, at the end, cleaning up the space and used items.	10 minutes
<b>Total duration</b>		<b>75 – 90 minutes</b>

### Game/activity description:

#### 1. “Insects need a hotel, too!”

Insects are one of the most important factors for preserving natural balance on meadows and in forests, as well as on fields and in our gardens. They assist plants in pollination and creating fruits, and they also serve as food for birds. In winter they hide in their lairs in order to survive. For this purpose, we will make a hotel in which they will be able to survive all winter adversities in peace. All we need is a little bit of skills and some materials and tools, and in return we will get numerous benefits through a much nicer and richer garden (as well as the ecosystem in which we live). By doing this we will also increase the number of insects in our garden or another habitat where we place the hotel, and we will also help ourselves to get to know these marvellous creatures in an easier way!

**Brief:** Make a small insect hotel which the participants will be able to take with them and put in appropriate places in their surroundings.

**Terms:** pollination, insects, solitary bees

**Material:** bamboo sticks of various diameters, rope, string, wooden box, small wooden boards, bricks with holes, kindling, branches of various diameters, augers of various diameters (or drills), hammer, nails

**Procedure:**

With the help of adults, make a simple shelf with a roof in which you will then put other compartments. Make holes of various diameters in the prepared branches by using hand augers (or let the presenter do it with an electric drill). Tie the bamboo sticks with a string into bundles of various diameters. Use bamboo sticks of various diameters for each bundle. Put the prepared branches and compartments made of bamboo sticks onto a shelf and affix additionally. Do not touch the shelter for about a week or two, and after that observe which insects have moved in and where.



Examples of different types of insect hotels (*photographs from the Internet*).

#### 2. “Don't stomp on me, man!”

Human activity is sometimes pernicious to nature and environment which is why there are various regulations as well as codes of conduct in nature whose aim is to preserve nature and reduce human influences. This game will help us to acquire more easily some of the rules required for protecting species at the karst edge, as well as to get to know better what actually endangers them. We will also learn how to behave in nature in order to protect it. Let's play the game and be careful not to stomp on someone!

**Brief:** Board game with dice in which different spaces have meanings related to nature protection.

**Terms:** nature protection

**Material:** board game, pawns, dice

**Procedure:**

To play the game, roll the dice and move the pawns on the board for the number rolled. Follow the instructions based on the space you land on. The first person to reach the finish space wins. While moving, the participants can have positive or negative impact on nature, and as a result, they can go extra spaces ahead or back, depending on the impact. The rules are attached to the game.

## Final words

Dear all,

we hope that this educational program will help you design workshops or activities related to the protection of nature, and that it will serve as a tool to learn more about the species that have been studied as part of the LIKE project. It is conceived as a starting place where you can get basic insights about these species, the difficulties we face in protecting them as well as the habitats they inhabit, but it also provides us with knowledge on how to help them. We hope that it will be the starting point for developing your own educational activities and transferring these insights to future generations. If you have any additional questions or comments regarding the program itself, please direct them to [ana.baresic@gmail.com](mailto:ana.baresic@gmail.com), thank you.

Good luck with the workshops 😊!