

Rosie's Calf Club

Overview

Rosie's Calf Club lets students adopt a virtual pet calf and teaches them how to look after it. There are six fun and practical suggestions for teachers which can be used alongside the virtual game or in the lead up to your school Ag or Pet Day. **Queries? Email us at hello@schoolkit.co.nz**

Entry points (Years 1-4)

Causes and Consequences
ROSIE'S CALF CLUB

ESSENTIAL QUESTION
Do our actions have consequences?

WHAT ARE WE LEARNING?
What is needed to keep our pet happy and healthy?

TRY THIS WITH
Years 1-4
Students who have an interest in knowing right from wrong.
Students who love to use ICT to show their learning.

FIND	APPLY	PRODUCE
Identify Read Discuss	Record Illustrate Express	Connect Organise Show Inspect
Compare Theorise Evaluate	Model Argue Give Reasons	

SUCCESS CRITERIA
Students can check they have completed the task successfully by:
Agreeing on what the box chart should include to successfully show their learning.
Explaining a number of actions.

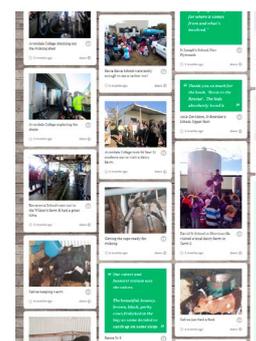
PRINCIPLES	VALUES	KEY COMPETENCIES	LEARNING AREAS	WORD BANK	RESOURCES REQUIRED
Learning to learn Community engagement	Innovation, Inquiry and curiosity Respect	Managing self Working with others Thinking	Social Studies English	Acting Consequence Trust Cause	Rosie's Calf Club Game

www.rosieeducation.co.nz

1. How can I write about something that has happened in the past?
2. How do you rear a calf successfully?
3. How can I use the skills I learnt rearing my calf in other areas of my life?
4. What are the main responsibilities and jobs involved in looking after pets?
5. Do our actions have consequences?

Resources

- 2 Fact Sheets
- 1 Ted-ED Video
- The Rosie Code
- ourfarmvisit.co.nz
- Find a country school
- Virtual Calf Club



Curriculum Learning Areas

English
Health and Physical Education
Science
Social Sciences

ICT Platforms #dairyednz



Word Bank

Consequence
Trust
Groom
Skill
Rearing
Responsibility

Key Concepts

Comparison
Cause and consequence
Life Skills
Sequences
Caring for others
Writing for purpose