

## Discovery Point / Antarctica Activity Sheet

*Why not make a class food chain?*

### **What you will need;**

Pens

Pencils

Coloured paper

Coloured pencils or felt tip pens

Scissors

Ruler

Nominate one or two people to draw and colour the whale.

The rest of the class should divide into three groups.

### **Group one will make;**

4 penguins

3 seals

3 fish

### **Group 2 will make;**

100 krill (you can use a piece of A4 paper each and draw 10 krill on your sheet of paper).

### **Group 3 will make;**

100 plankton (again use a sheet of A4 paper each and draw 10 plankton on your sheet of paper).

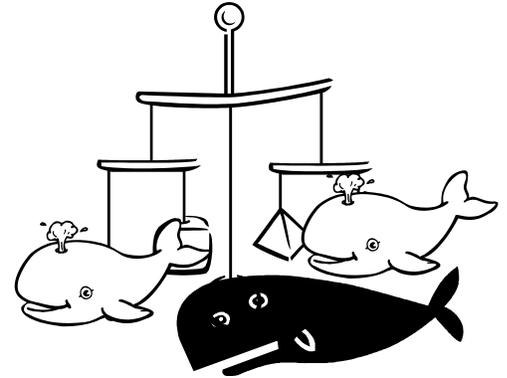
Put all your drawings together on the wall. Remember to put them in order, starting with the plankton at the bottom and finishing with the whale at the top!

## Discovery Point / Antarctica Activity Sheet

*Design and make your own 'whale mobile'.*

### What you will need;

- Thin card
- Pens, colouring pencils or paints
- Pencils
- Scissors
- Thin wire or string
- Drinking straws
- Pin to make holes in straw



Draw pictures of some Antarctic whales. You will be able to find them in a book or on the internet. Here are some examples below;

*Blue whale*

*Sperm whale*

*Orca or killer whale*

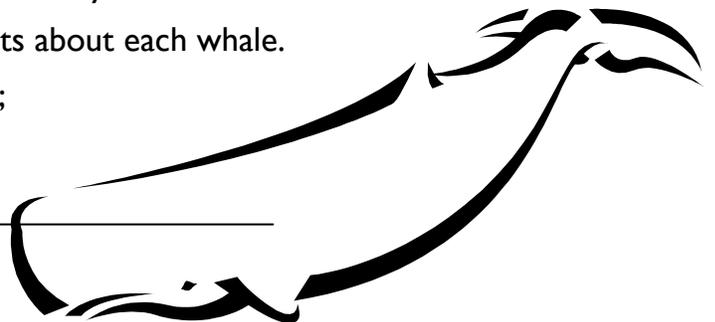
You can make the whales to scale. For example, a sperm whale would be 2 times the size of a killer whale.

On one side, paint or colour them with crayons.

On the back, you can write some facts about each whale.

Here is an example to help you start;

<p><u>Sperm whale:</u> 18 metres long 70 tonnes</p>	←
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Now make a mobile with your shapes. The materials listed above are only suggestions; you can use other materials if you wish.

Remember, a mobile has to balance if it is to turn in the air. How will you make your mobile balance? Where will you hang it so that it turns with movements of the air?

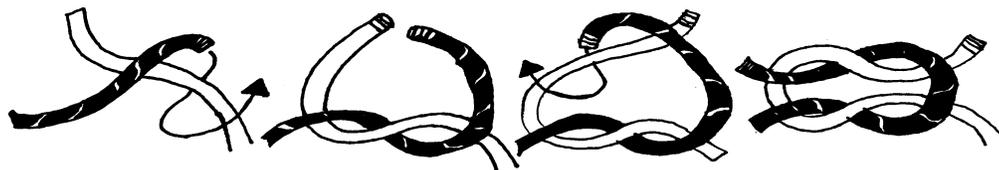
### A Reef Knot:

When the wind is strong the sailors want a smaller sail, or the ship will be in danger of capsizing. Sailors **shorten sail** or **take in a reef**. **Reefs** or **reef points** are lengths of rope sewn onto the sail so that part of the sail can be pulled up and tied to the yardarm.

The knot that they use must be **easy to tie and to untie**. It is called a **reef knot**. If it is not tied properly you get a **granny knot**!

One way of remembering how to tie a reef knot is –

Hold one rope in each hand – Left over right and under – Then – Right over left and under.



### A Sheet Bend:

The **sheets** on a ship are the **ropes** that you pull to adjust the sails. A **sheet bend** is used to tie another rope of a different thickness onto the end of a sheet.

One way of remembering how to tie this bend is –

Make a loop (hole) with the thicker rope – Then – The thinner rope (rabbit) goes up the hole, round the tree and back down the new hole.



### Coiling Ropes:

Ropes should be carefully stored and never left in a mess! Nearly all ropes are coiled in a **clock-wise** or right-handed way. The wooden pins along Discovery's side are called **belaying pins** and the ropes are coiled on these, up off the decks.

