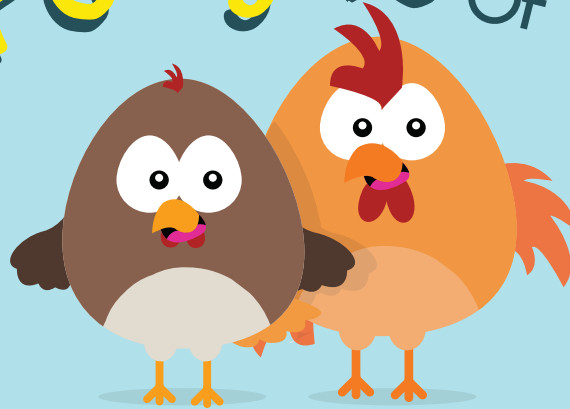




# The life cycle of a chicken



A hatchery program is a great way for your students to learn all about the life cycle of a chicken through an engaging, real-life experience. This teacher activity sheet has been designed to provide you with activity ideas that you can use in the classroom, with or without a hatchery program. Supporting lesson plans and digital interactive activities can be found at [www.allabouteggs.com.au](http://www.allabouteggs.com.au)

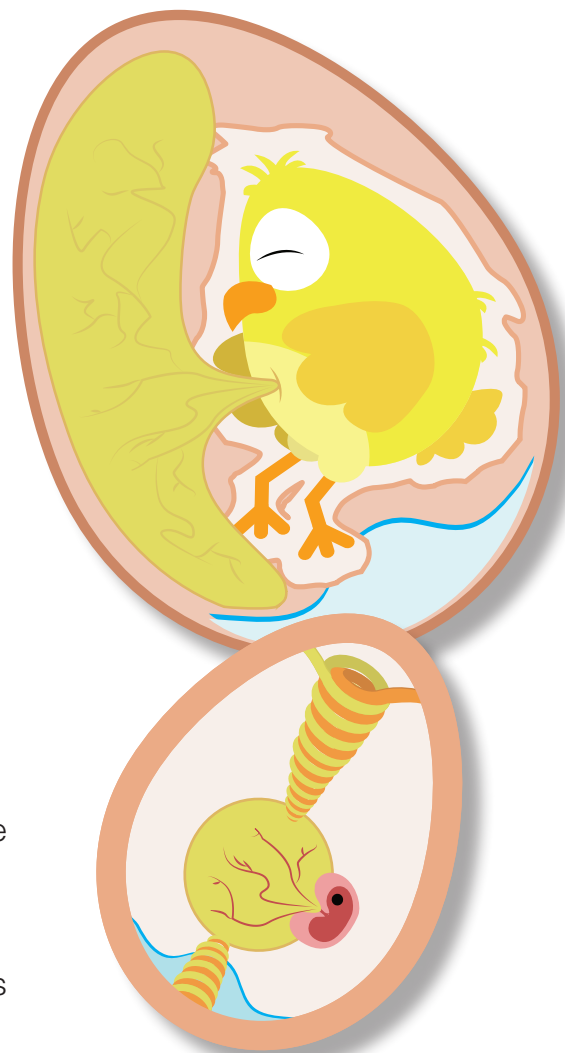
## 'Eggcellent' Activity Ideas

### *Developing the Inquiry*

Play a game called 'Pass the Egg' to find out what students know or would like to know about the life cycle of chickens. Students sit in a circle and pass a toy egg around to each other while music is playing.

When the teacher stops the music, the student who has the egg tells the class something they know about the topic and the teacher scribes this onto the board or a poster.

If a student does not know a fact, encourage them to suggest what they could investigate about chickens and eggs. These can be sorted into a 'What we know' and 'What we would like to know' for a class display for further investigation.



## Informative Writing

Observe a chick hatching from an egg (either in a video at [www.allabouteggs.com.au](http://www.allabouteggs.com.au) or during your hatchery program). Ask the students to describe what happened and encourage detailed descriptions of each stage of the event. Questions to ask could include:

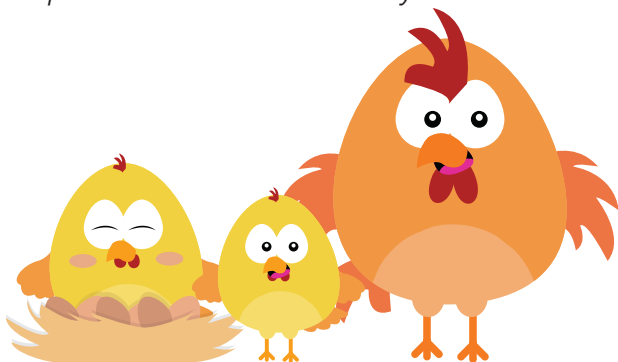
*How long does it take for a chick to hatch?  
How did the chick know it was time to hatch?  
How does the chick break the shell?  
Where on the egg does the chick break the shell first?  
What happens to the egg as the chick hatches?  
Why did it look wet?  
What did you notice about the egg?  
What does the inside of the egg look like?  
Did the chick have feathers when it first hatched?  
How did it move?*

Put students into groups and give each group one of these questions. Students use their question to research and write two or three sentences which will then be used to jointly construct an informative piece of writing.

## Life Cycle Creation

Using the poster provided in your welcome pack and the Year 2 interactive lesson found at [www.allabouteggs.com.au](http://www.allabouteggs.com.au) as a stimulus, students work in groups to create a representation of the life cycle of a chicken. Ideas for what students can design and make may include:

*Using a variety of art and craft materials, students draw, cut and paste and/or paint different stages of the life cycle on a poster.  
Students create a stop motion animation using clay or plasticine to represent each stage of the life cycle.  
Students use an app or computer software to design a presentation on the life cycle of a chicken.*



Year 2

Australian Curriculum Links

### Science

Living things grow, change and have offspring similar to themselves ([ACSSU030](#))

Participate in guided investigations to explore and answer questions ([ACSI038](#))

Use a range of methods to sort information, including drawings and provided tables and through discussion, compare observations with predictions ([ACSI040](#))

### English

Create short imaginative, informative and persuasive texts using growing knowledge of text structures and language features for familiar and some less familiar audiences, selecting print and multimodal elements appropriate to the audience and purpose ([ACELY1671](#))

### Visual Arts

Use and experiment with different materials, techniques, technologies and processes to make artworks ([ACAVAM107](#))

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#))

### Digital Technologies

Collect, explore and sort data, and use digital systems to present the data creatively ([ACTDIP003](#))