

Hologram Zoo Teaching Guide – Years 1–2

Program Summary

In this program, students investigate the external features of animals and how those features help them meet their basic needs. Through holographic animal exploration, movement games, and creative reflection, students build early science inquiry skills and emotional awareness.

Connect – Pre-Visit Activities

- Show students pictures or videos of the Hologram Zoo or their selected theme (e.g. Arctic, Dinosaurs).
- Discuss animal features (fur, feathers, scales) and basic needs (food, water, shelter).
- Have students draw an animal they hope to see and predict what it might eat or where it might live.

Understand – On-Site Experience

- Students rotate through:
 - Hologram Zoo Exploration (guided)
 - Creative/Observation Activity (led by teacher)
 - Green Screen Photo Experience
- Encourage students to observe movement, body parts, and habitats.
- Prompt discussions: What does this animal need to survive? How do we know?

Act – Post-Visit Classroom Activities

- Create a class mural of the animals seen and label features.
- Write a sentence or story about their favourite animal.
- Match animals to their correct habitats or needs.
- Reflect: How are these animals the same/different to pets or humans?

Curriculum Links (Victorian Curriculum – Years 1–2)

- VCSSU042 – Living things have a variety of external features and live in different places where their basic needs, including food, water and shelter, are met.
- VCSSU043 – Living things grow, change and have offspring similar to themselves.
- VCSIS050 – Respond to and pose questions, and make predictions about familiar objects and events.

- VCSIS051 – Participate in guided investigations, including making observations using the senses, to explore and answer questions.
- VCPSCSE008 – Extend their vocabulary through which to recognise and describe emotions and when, how and with whom it is appropriate to share emotions.
- VCPSCSE009 – Identify personal strengths and describe how these strengths are useful in school or family life.

STEM or Inquiry Extensions

- Research a second animal from the same zone and compare features.
- Design a habitat using natural or recycled materials.
- Create a digital story or puppet show using animals observed at the Zoo.

Teacher Reflection

Use this space to record notes about student engagement, vocabulary retention, and group dynamics for future planning.