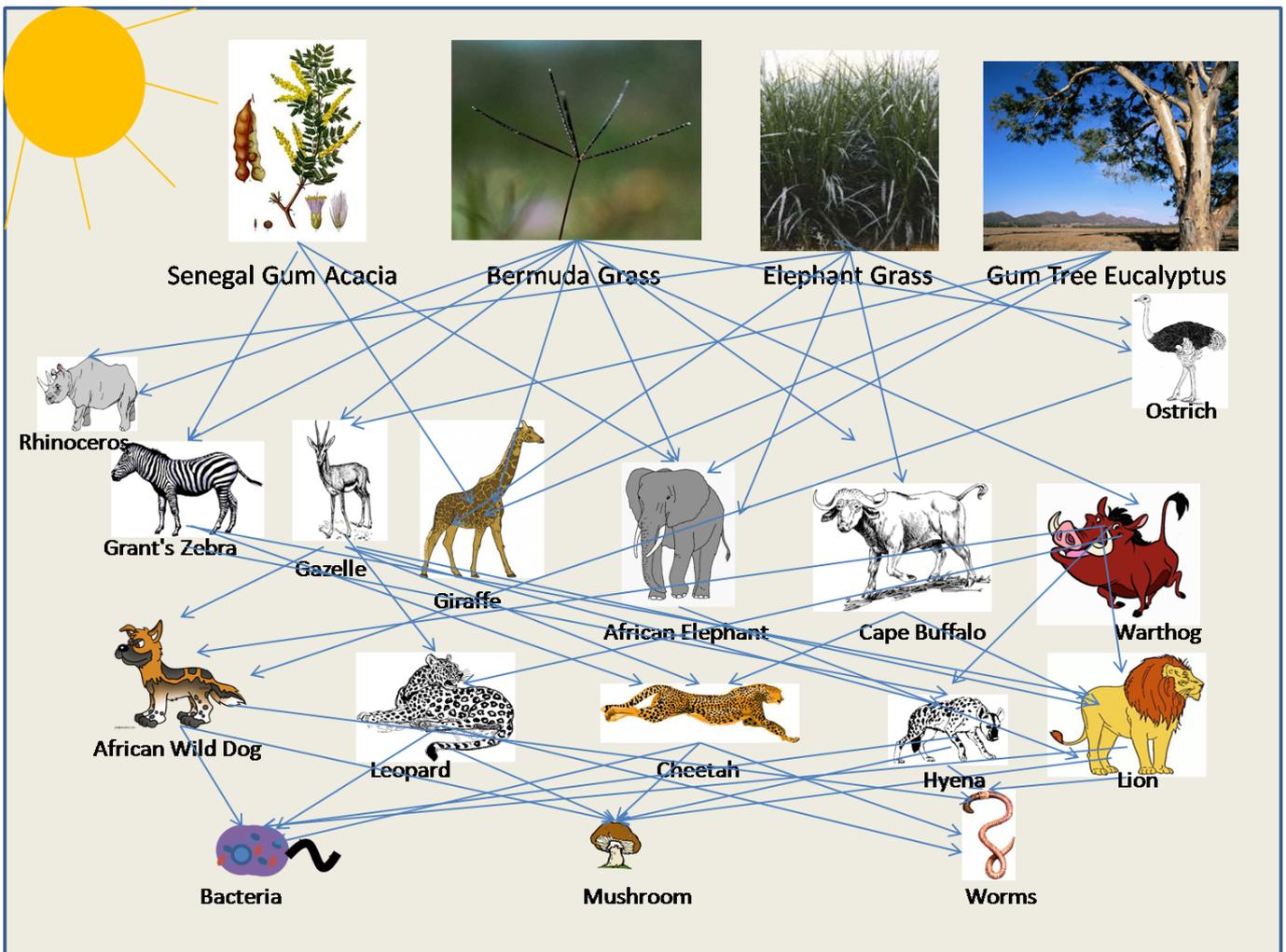
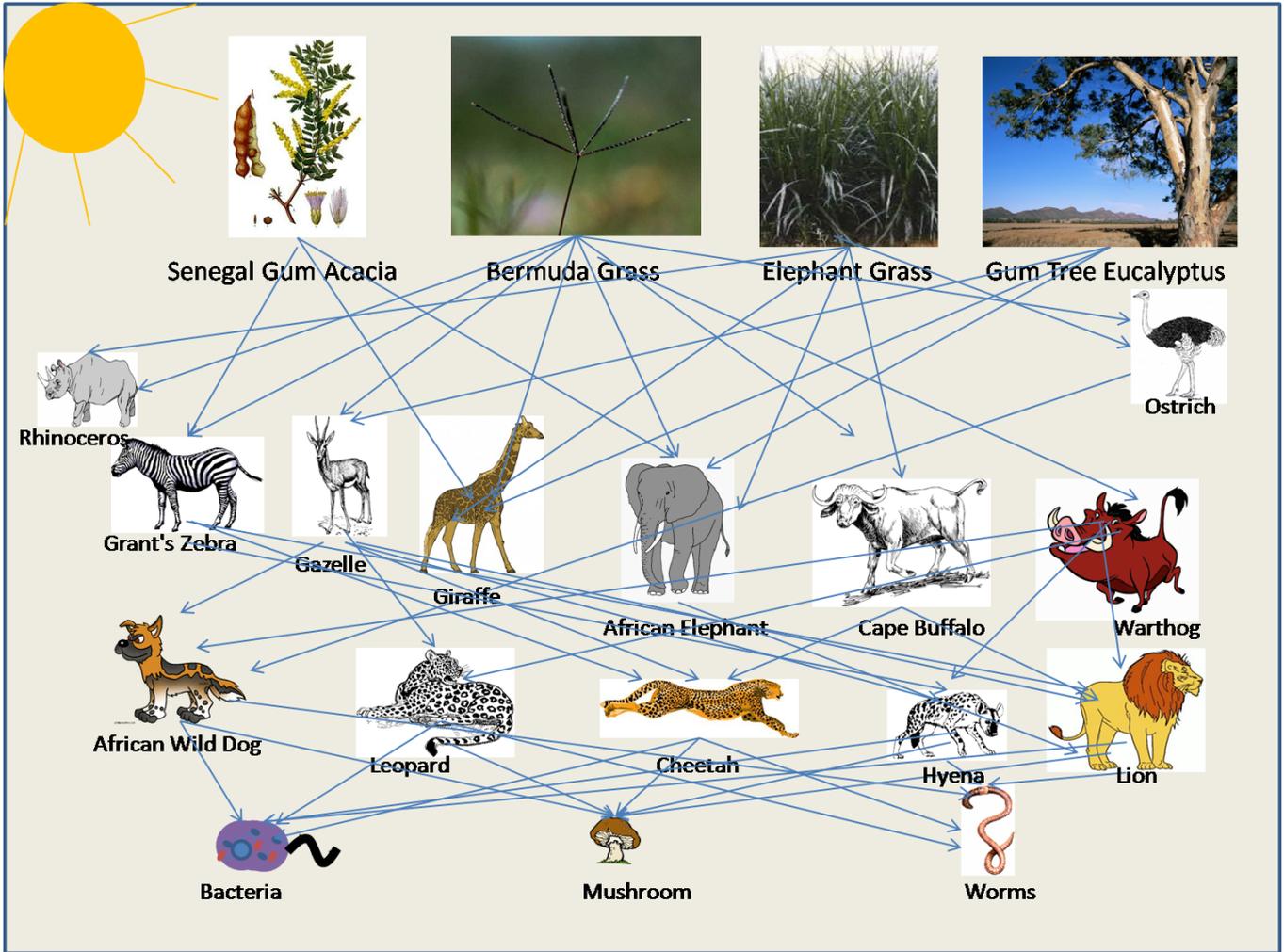


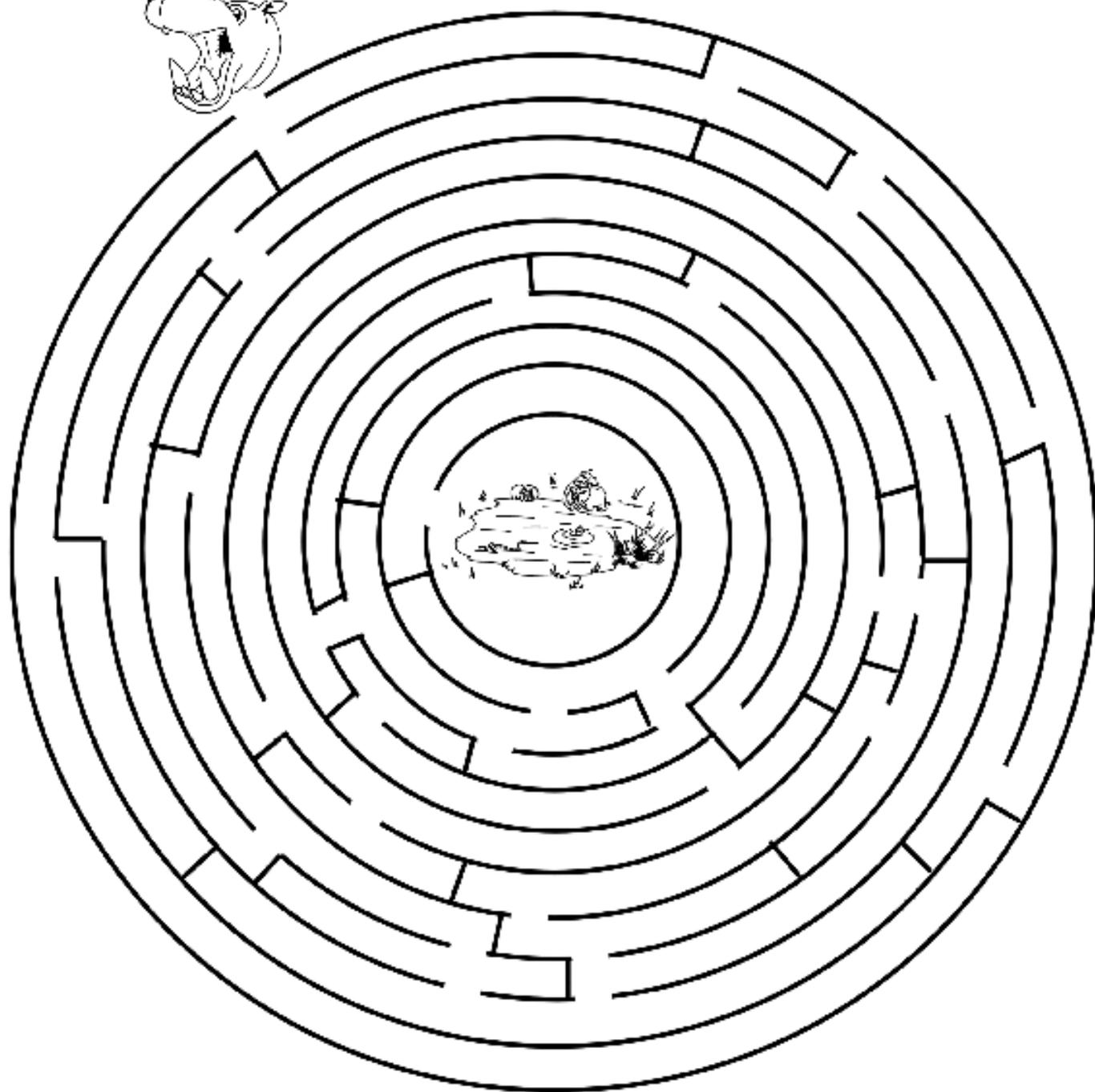
Resource 14: African Food Web



Resource 15: Rhino Maze

Maze

Help the hippo get back to his pond.



Resource 15a: Rhino word search

The Rhino Word Search

S S A R G P A N N X
 O N F C E Y L J L K
 R P R M B O B N E Y
 E O I W I J L R A E
 C A C Q G I A E V D
 O C A U F T C H E F
 N H G O I M K D S K
 I I N N V W P B F E
 H N O X E T I H W S
 R G X Z E H O R N U

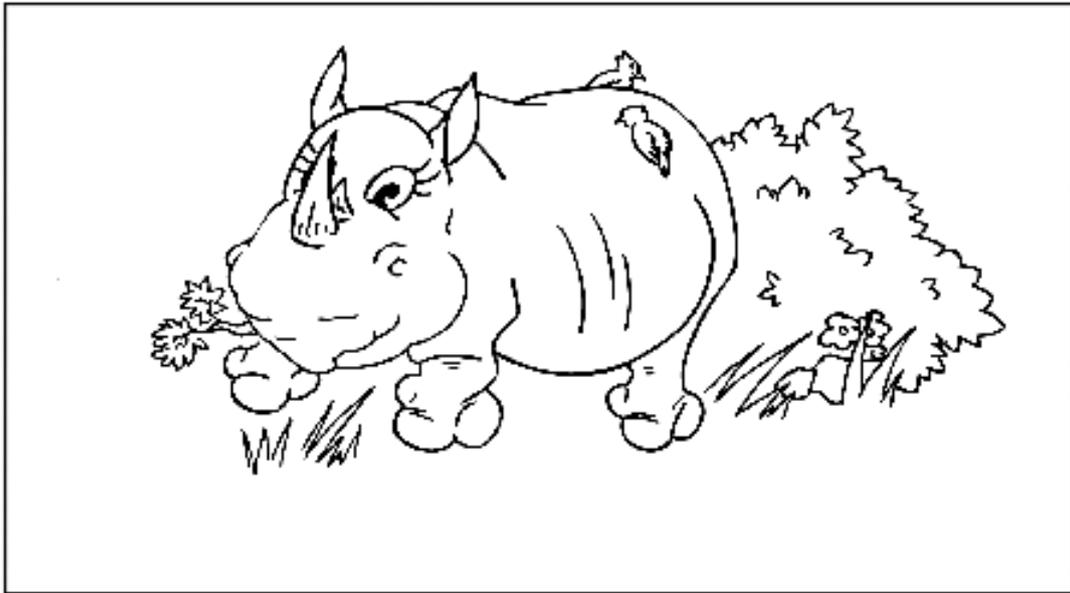
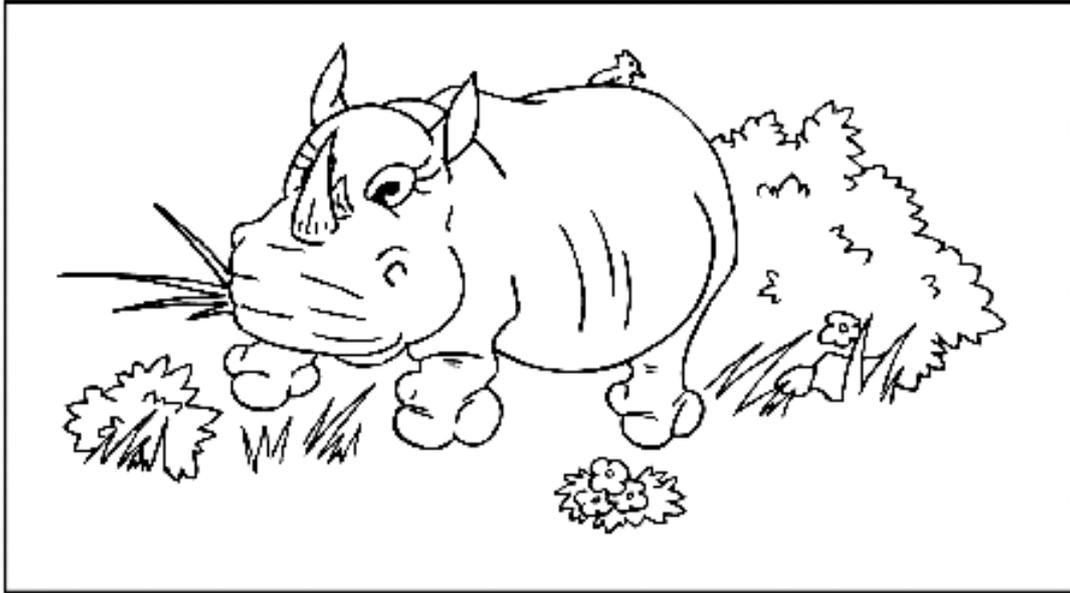
Rhinoceros
 Grass
 Leaves
 Horn
 Keratin

Africa
 BigFive
 Black
 White
 Poaching

Resource 15b: Rhino Spot the difference

Spot the Difference

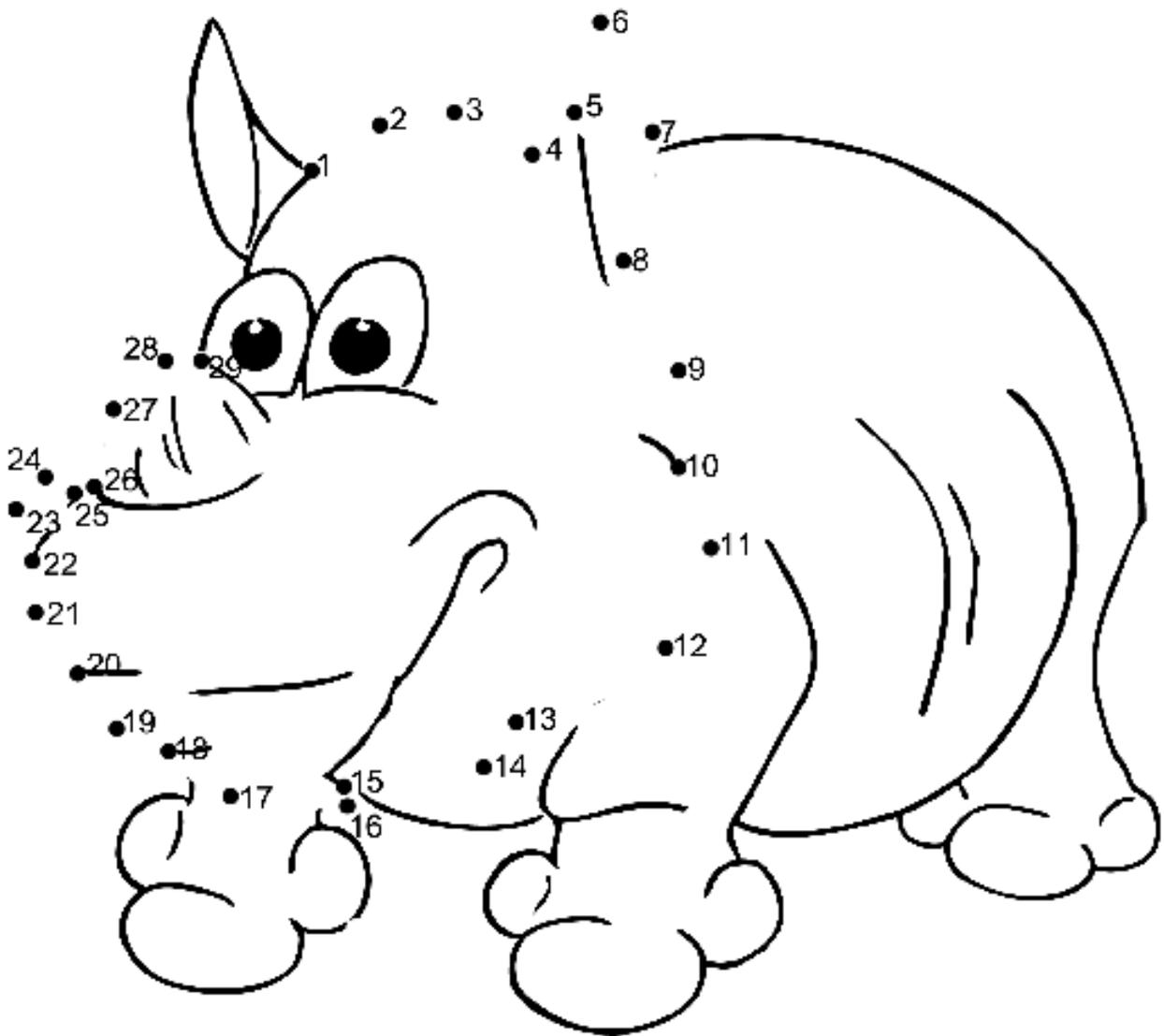
Can you spot all 5 differences?



Resource 15c: Rhino Dot to Dots

Rhino Join the Dots

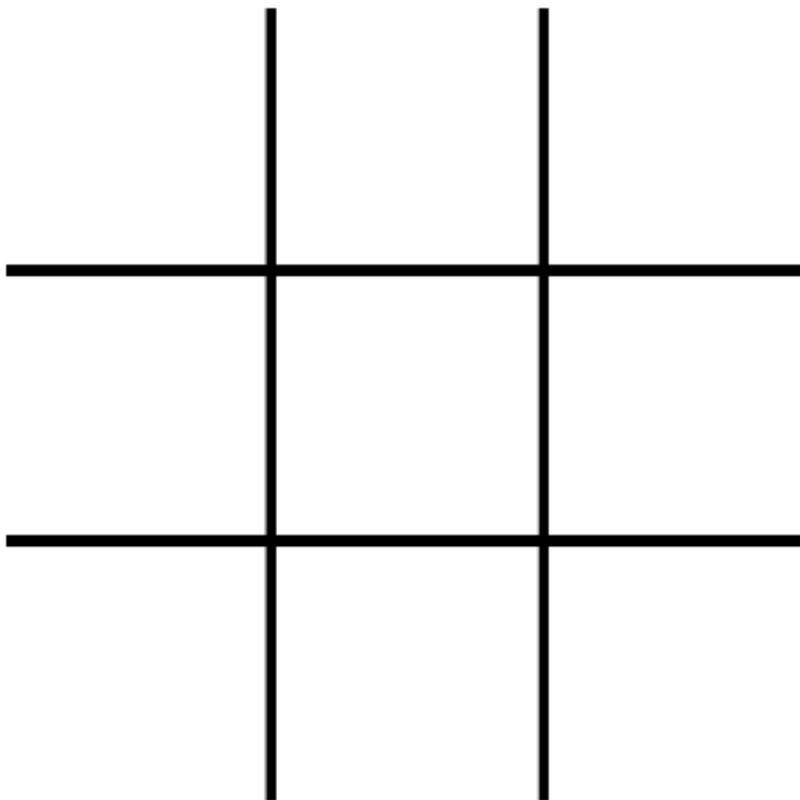
Join all the dots and colour in the picture.



Resource 15d: Rhino vs Lion noughts and crosses

Rhino vs Lion

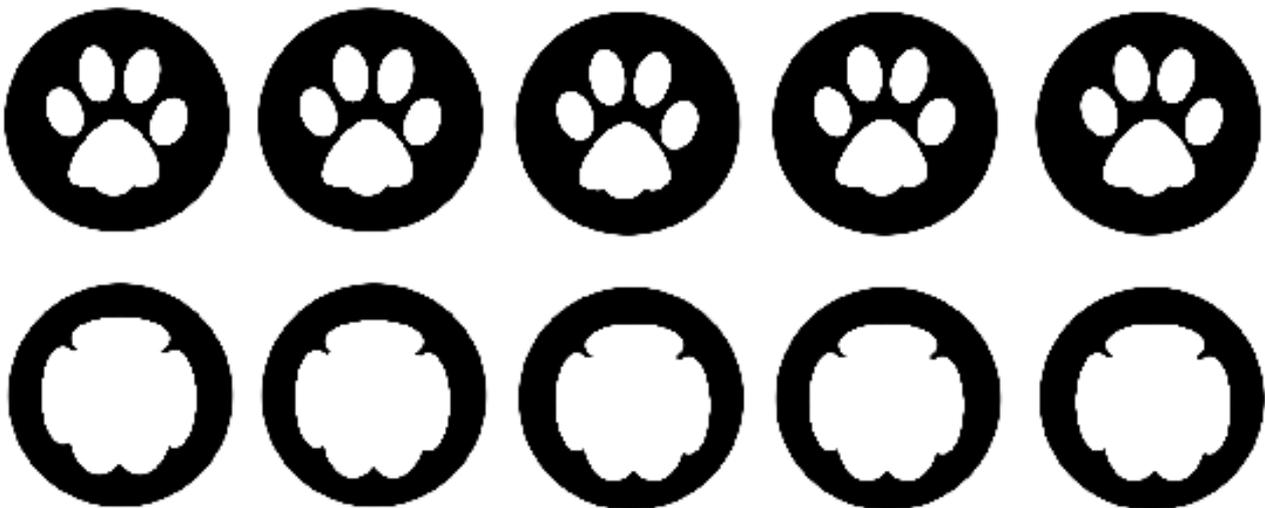
Cut out the pieces, and take turns placing them onto the board(#). Who ever gets 3 in a row wins.



Scoreboard

Lion

Rhino



Resource 16: How many weigh the same?

Using the table either guess the weight of the animals or gather in groups of that weight. For example how many brownies weigh the same as a zebra? Form a group of 15.

Animal	Weight (kg)	Rainbows	Brownies	Guides	Senior S.	Adults
White	1800	85	62	41	32	27
Black	800	38	27	18	14	12
Javan Rhino	900	42	31	21	16	14
Sumatran	600	28	28	14	10	9
Indian	1800	85	62	41	32	27
Horse	380	18	13	9	7	6
Pig	100	5	3	2	2	1
Sheep	70	3	2	2	1	1
Lion	250	12	7	6	4	3
Baby	40	2	1	0.8	0.7	0.6
Zebra	440	21	15	10	8	7
Ostrich	63	3	2	1	1	1
Baby	53	3	2	1	1	1
Baby Giraffe	102	5	3	2	2	1

Resource 17 : Rhino Ranger Game.

Place cards and resources at six checkpoints. Girls have to answer the question at each checkpoint. Then record the letter of each answer. The letters will spell out an African name, this is the name of the poacher.

Answer: Andile.

Resources:

Pens and paper

Checkpoint 1: Pictures of rhino horn uses.

Checkpoint 2: Calculator

Checkpoint 3: Animal foot print pictures.

Checkpoint 4: Picture of rhino poo

Checkpoint 5: Rhino fact cards resource 13 and picture of ruby

Checkpoint 6: picture of poaching sign



<p>Check point 1</p> <p>You are a arranger in a National Park. You find a dead rhino. A poacher has shot this rhino,. It is a rangers job to stop this poacher.</p> <p>Question: Why do poachers catch Rhinos?</p> <p>A. They want their horns.</p> <p>B. They are afraid of Rhinos.</p> <p>C. The rhinos eat their crops</p>	<p>Check point 2</p> <p>The poachers shot the rhinos because they want their horn. It is used in traditional Chinese medicine. On illegal markets the price is about R117, 000 per kg.</p> <p>Question: How much is the horn worth of it is 10kg?</p> <p>M. R2,000,000</p> <p>N. R1,170,000</p> <p>O. R1,300,000</p>
<p>Check point 3</p> <p>As a ranger, you have to know where to find the rhinos, by identifying footprints. Can you identify the rhino footprint? Write down the letter of the correct answer.</p>	<p>Check point 4</p> <p>You can look for fresh dung. Rhinos drop their dung in well-defined piles.</p> <p>Question: Why does the rhino drop its dung in piles?</p> <p>G. Rhinos are clean animals and don't want to make a mess.</p> <p>H. To make it easier for people to collect manure.</p> <p>I. The pies act as 'sign posts'.</p>
<p>Checkpoint 5</p> <p>There are 5 types of Rhinos:</p> <p>Question: Which kind of rhino is Ruby the rhino?</p> <p>H. Black rhino</p> <p>I. Indian rhino</p> <p>J. Sumatran Rhino</p> <p>K. Javan rhino</p> <p>L. White rhino</p>	<p>Checkpoint 6</p> <p>One of the villagers says he knows of a foreigner who has shot a rhino.</p> <p>Question: What happens to the poacher?</p> <p>C. He is asked to give horn back</p> <p>D. He is told that it is illegal to shoot rhinos</p> <p>E. He will go to jail</p>

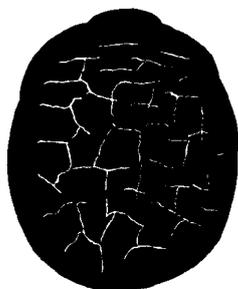
Check point 1



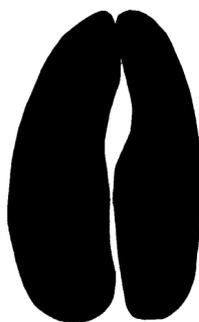
Check point 3



A



B



C



D



Check point 4



Check point 6

Resource 18: Rhino survival game instructions.

Equipment: Counters or marbles. Pot to put counters in. Call card resource 18a.

Pick some girls to be poachers, their job is to hide the life tokens (counters) around the meeting place. When the poaching call is made they can chase and catch the rhinos and take away the number of life tokens stated.

All other girls are rhinos, they have to stay alive by keeping hold of and finding as many life tokens (counters) as they can. When they have no life tokens they become extinct. (these girls can then become poachers or baby rhinos)

Choose a caller (usually a guider). Each call can result in the rhinos hunting collecting or losing life tokens. Play the game until all rhinos have become extinct.

Resource 18a: Call cards

Calls

Gather food

Go to Watering hole

There is a drought

Make a family

Have a baby

Baby has grown up

Loose a fight

Injured by poachers

Killed by poachers

Cost

Rhinos look for life tokens as fast as they can.

Loose 1 life tokens

Loose 2 life tokens

Loose 4 life tokens

Loose 2 life tokens and join with a baby rhino (baby rhinos can not collect life tokens, and each call then doubles the number a mother rhino has to give)

Mother rhino gives baby two life tokens but they both go off on their own.

Loose 3 life tokens

Poachers chase rhinos, if caught rhinos give over 5 life tokens.

Poachers chase rhinos if caught loose all their life tokens and become extinct.

Resource 19: Ugly animals



Blob fish



California Condor



Elephant seal



Hyena



Naked Mole rat



Proboscis Monkey



Aye aye



Marabou Stork



Warthog



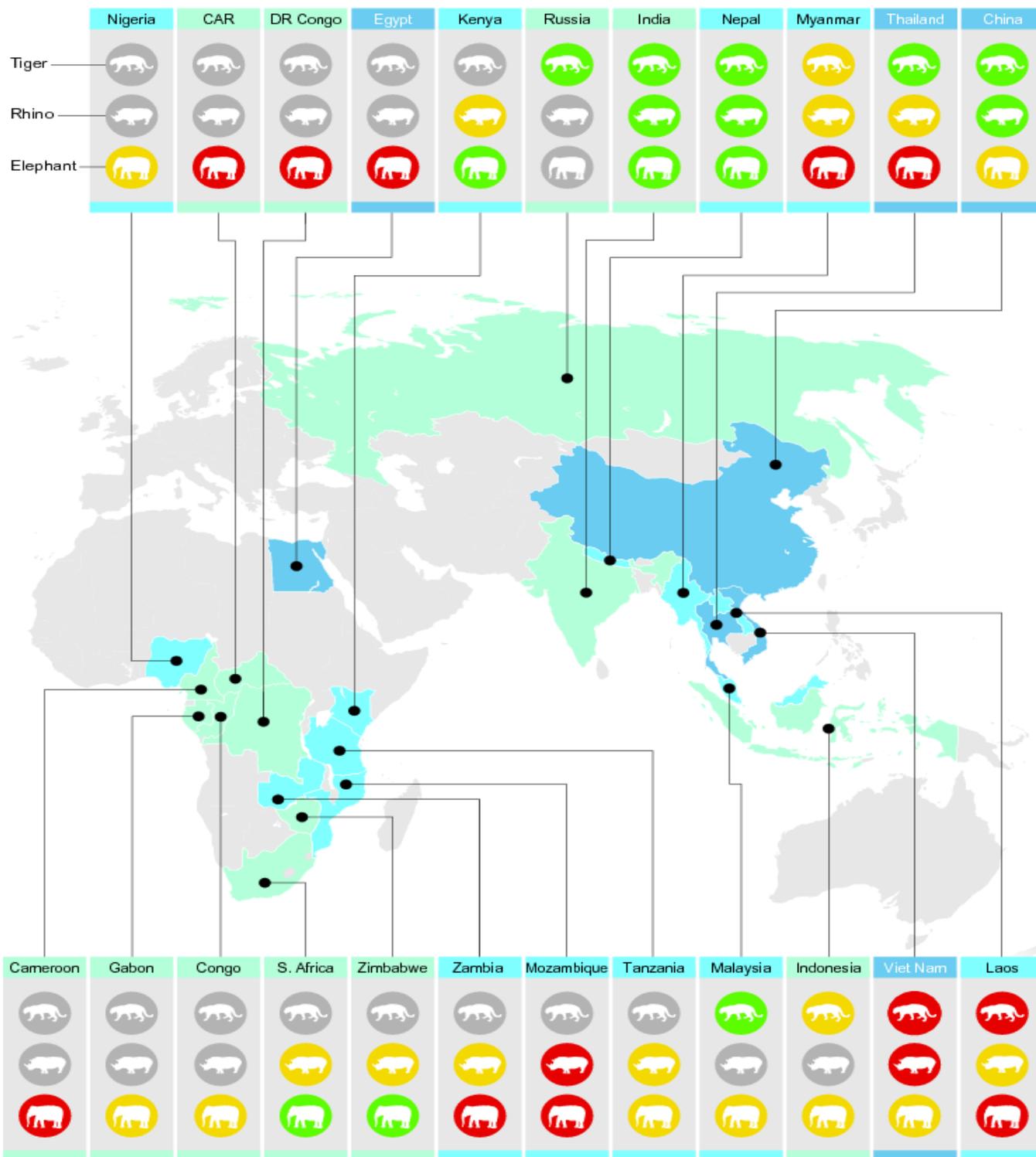
Wildlife Crime Scorecard

GRADING COUNTRIES COMMITMENTS TO FIGHTING ILLEGAL TRADE OF ELEPHANT IVORY, RHINO HORN AND TIGER PARTS

Scores were based on country compliance during the period between June 2010–June 2012

-  Some progress in key aspects of compliance and enforcement
-  Failing on key aspects of compliance or enforcement
-  Failing on key aspects of compliance and enforcement
-  Insufficient data or not applicable

TRADE PARTICIPATION: ■ PRIMARILY ORIGIN ■ TRANSIT AND ORIGIN ■ PRIMARILY DESTINATION



GRAPHIC BY STANFORD KAY STUDIO

TROPHY FEES

Our trophy fees include all applicable taxes as well as licence and permit fees.

BIG FIVE & DANGEROUS GAME TROPHY FEES		
TROPHY NAME	TROPHY FEE 2013	TROPHY FEE 2014
BUFFALO	\$ 13 500	\$ 13 500
CROCODILE	\$ 7 450	\$ 7 450
ELEPHANT	\$ 35 000	\$ 35 000
LION	\$ 22 000	\$ 22 000
LIONESS	\$ 9 000	\$ 9 000
LEOPARD	\$ 15 000	\$ 15 000
HIPPOPOTAMUS	\$ 9 400	\$ 9 400
PLAINS GAME TROPHY FEES		
BLACK WILDEBEEST	\$ 1 200	\$ 1 200
BLESBOK - COMMON	\$ 480	\$ 480
BLESBOK - WHITE	\$ 780	\$ 780
BLUE WILDEBEEST	\$ 990	\$ 990
BONTEBOK	\$ 1 750	\$ 1 750
BUSH PIG	\$ 450	\$ 450
BUSHBUCK	\$ 1 150	\$ 1 150
CARACAL (WITH DOGS)	\$ 1 450	\$ 1 450
COMMON REEDBUCK	\$ 980	\$ 980
DUIKER (COMMON, GREY)	\$ 350	\$ 350
ELAND (CAPE)	\$ 2 450	\$ 2 450
ELAND (LIVINGSTONE)	\$ 3 950	\$ 3 950
GEMSBOK	\$ 1 550	\$ 1 550
GIRAFFE	\$ 3 800	\$ 3 800
GREY RHEBUCK	\$ 990	\$ 990
IMPALA	\$ 480	\$ 480

Resource 21a: UK hunting seasons

Species	Sex	England and Wales	Northern Ireland	Scotland
Red	Stag	1 August to 30 April	1 August to 30 April	1 July to October 20
	Hind	1 November to 31 March	1 November to 28/29 February	21 October to 15 February
Fallow	Buck	1 August to 30 April	1 August to 30 April	1 August to 30 April
	Doe	1 November to 31 March	1 November to 28/29 February	21 October to 15 February
Sika	Stag	1 August to 30 April	1 August to 30 April	1 July to October 20
	Hind	1 November to 31 March	1 November to 28/29 February	21 October to 15 February
Roe (<i>not currently found in NI</i>)	Buck	1 April to 31 October	-	1 April to 20 October
	Doe	1 November to 31 March	-	21 October to 31 March
Red / Sika Hybrids	Stag	1 August to 30 April	1 November to 28/29 February	1 July to October 20
	Hind	1 November to 31 March	1 November to 28/29 February	21 October to 15 February
Chinese Water Deer (<i>only found in England</i>)	Buck	1 November to 28/29 February	-	-
	Doe	1 November to 31 March	-	-

Resource 21a: UK hunting seasons

Species	England, Scotland and Wales	Northern Ireland
Pheasant	1 October to 1 February	1 October to 31 January
Partridge	1 September to 1 February	1 September to 31 January
Grouse	12 August to 10 December	12 August to 30 November
Ptarmigan (only found in Scotland)	12 August to 10 December	-
	20 August to 10 December	-
Blackgame (black grouse)		
	12 August to 31 January	1 September to 31 January
Common Snipe		
Jack Snipe	Protected at all times	1 September to 31 January
Woodcock	1 October to 31 January	1 October to 31 January
Woodcock - <i>Scotland</i>	1 September to 31 January	-
Duck & Goose - <i>inland</i>	1 September to 31 January	
		1 September to 31 January
Duck & Goose - <i>below high water mark of ordinary spring tides</i>	1 September to 20 February	
		1 September to 31 January
Coot/Moorhen	1 September to 31 January	
		Protected at all times
Golden Plover	1 September to 31 January	1 September to 31 January
	Protected at all times	1 September to 31 January
Curlew		
	Moorland & unenclosed land subject to closed season. Seek local advice.	12 August to 31 January
Hare (<i>cannot be sold Mar 1st to July 31st</i>)		

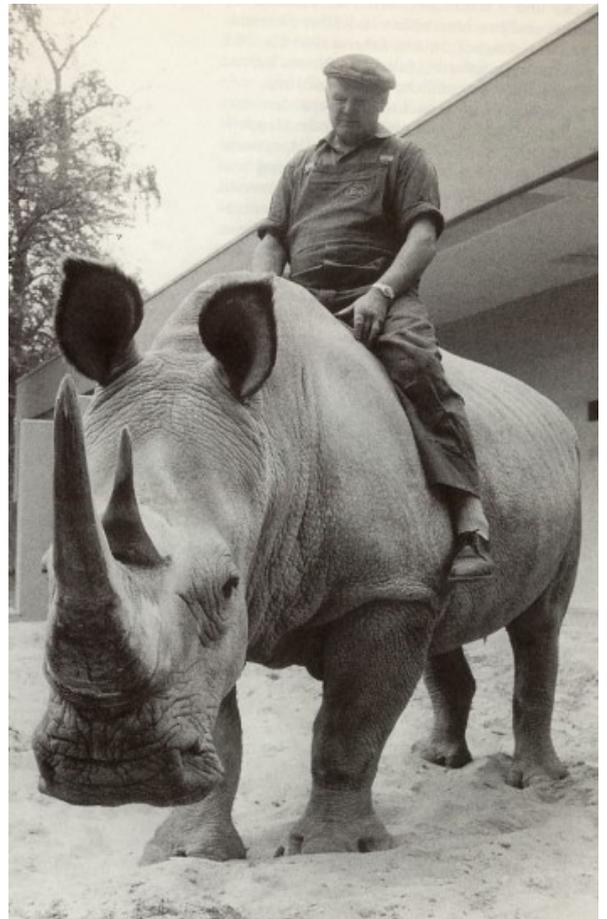
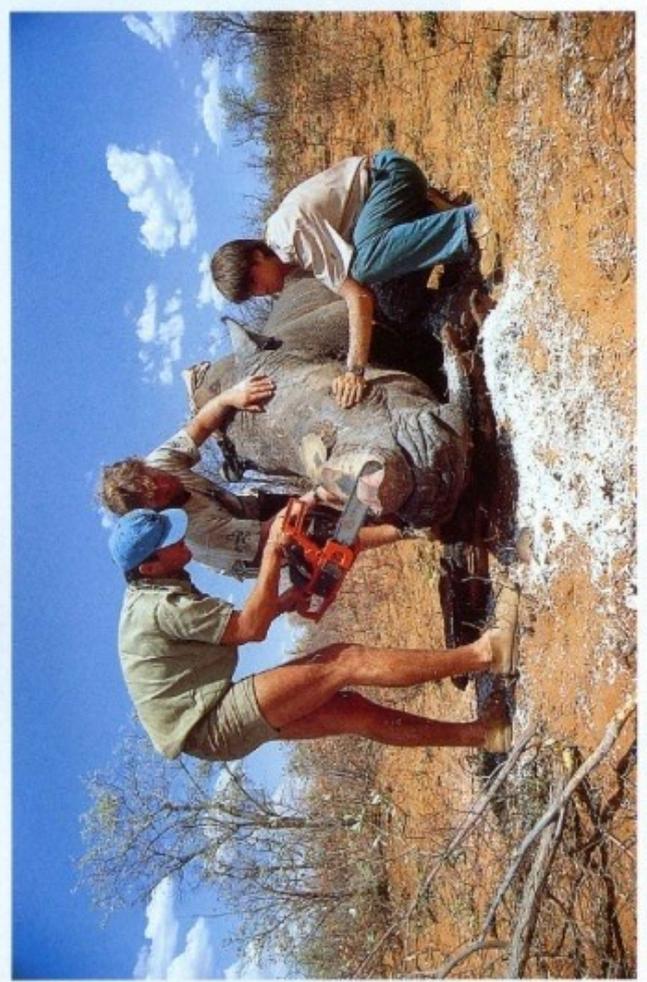
Resource 22: Conscious alley instructions

HOW TO USE A CONSCIENCE ALLEY:

- Pupils create two lines facing each other.
- The teacher explains that one child, acting in the role of the hunter, will walk slowly between the lines of pupils.
- The pupils in each line act as the conscience of the 'hunter' - voicing thoughts, ideas or questions as the person walks slowly along the conscience alley.
- The pupil in role might be asked to make a decision when they have reached the end of the conscience alley (e.g. Will I go hunting again tomorrow?) or pupils might be invited to hold a general discussion about the ideas that have been voiced.

Conscience alley role plays might be used to explore a variety of questions and/or attitudes:

- Rhinos will become extinct – there's nothing we can do about it.
- We've used rhino horn in our medicines for generations – why should we stop now?
- People in the Europe have no right to tell us how we should treat our wildlife!
- Switching off lights and recycling paper is just a waste of time.
- Rhinos are ugly!
- I poach rhinos because I need the money - to feed my family; to send my children to school and give them a future. What is wrong with that?



Resource 24: How to save the planet



HOW TO SAVE THE PLANET

There are lots and lots of lists which tell you about how you can live a greener life – 5 easy steps to save the planet, 50 ways to save the Earth, 500 daily ways to save the world.....

Work with at least one other person to create your own recipe for a sustainable planet. Start off by explaining what you need to do with the following list of 'ingredients':

Ingredient	What you need to do & why it helps
Car	
Potato peelings	
Television	
Printer	
Journey to school	
Glass bottle	
Airline flight	
Bath	
Over-grown patch of garden	
Green beans imported from Africa	
Light bulb	
Dirty clothes	
Central heating	
Attic	
Dripping tap	
Rainwater	
Shopping bag	
Coat that's too small	
Unused bit of garden	

Resource 25: How the rhino got its skin

How the Rhino got its Skin

Once upon a time, on an uninhabited island on the shores of the Red Sea there lived a man with magic powers. One day he took flour and water and sugar and things, and made himself one cake that was two feet across and three feet thick. Just as he was going to eat the cake there came down to the beach from the Uninhabited Interior one Rhinoceros with a horn on his nose, two big ears and few manners. In those days the Rhinoceros's skin fitted him quite tight. There were no wrinkles in it anywhere. He said 'HOW!' and the man with the magic left his cake and climbed a tree. The rhinoceros spiked the cake with his horn and then he ate it and he went away, waving his tail. The magic man came down from his tree and said:

'Them that takes cakes
Which the Parsee-man bakes
Makes dreadful mistakes.'

Five weeks later, there was a heat-wave in the Red Sea, and everybody took off all the clothes they had. The Rhinoceros took off his skin and carried it over his shoulder as he came down to swim. In those days it buttoned up underneath with three buttons. He never said anything about the magic man's cake, because he had eaten it all; and he never had any manners, then, since, or ever. He waded straight into the water and blew bubbles through his nose, leaving his skin on the beach.

The magic man found the skin, and he smiled one smile that ran all round his face two times. Then he danced three times round the skin and rubbed his hands. He then went to his camp and filled his hat with cake crumbs, for the magic man never ate anything but cake, and never swept out his camp. He took that skin, and he shook that skin, and he scrubbed that skin, and he rubbed that skin just as full of old, dry, stale, tickly cake-crumbs as it ever could possibly hold. Then he climbed a tree and waited for the Rhinoceros to come out of the water and put it on.

And the Rhinoceros did. He buttoned it up with the three buttons, and it tickled like cake-crumbs in bed. Then he wanted to scratch, but that made it worse; and then he lay down on the sands and rolled and rolled and rolled, and every time he rolled the cake-crumbs tickled him worse and worse and worse. He then ran to a tree and rubbed and rubbed and rubbed himself against it. He rubbed so much and so hard that he rubbed his skin into a great fold over his shoulder, and another fold underneath, where the buttons used to be (but he rubbed the buttons off), and he rubbed some more folds over his legs. And it spoiled his temper, but it didn't make the least bit of difference to the cake-crumbs. They were inside his skin and they tickled. So he went home, very angry indeed and horribly scratchy; and from that day to this every rhinoceros has great folds of skin and a very bad temper, all on account of the cake-crumbs inside.

Based on Rudyard Kipling's tale in his book *Just So Stories*

