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<http://www.dpi.nsw.gov.au/draft-forests/education/adventure/activity-book>



FIND A FERAL



The 23 words below appear in the *Ferals* adventure. Look for them on the site, then see if you can find them in the puzzle.

introduced domestic gone feral
 fox hunts animals
 rabbit chews roots tunnels
 goat native vegetation
 cat kills birds and lizards
 pig digs the ground

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

Mark off the feral words as you find them in either a vertical or horizontal direction, forwards or backwards. Circle the 17 remaining letters. Copy them into the spaces below in order from left to right moving down the puzzle to find out the secret message found in the feral file.

_____ / _____

Why do you think this needs to be done?

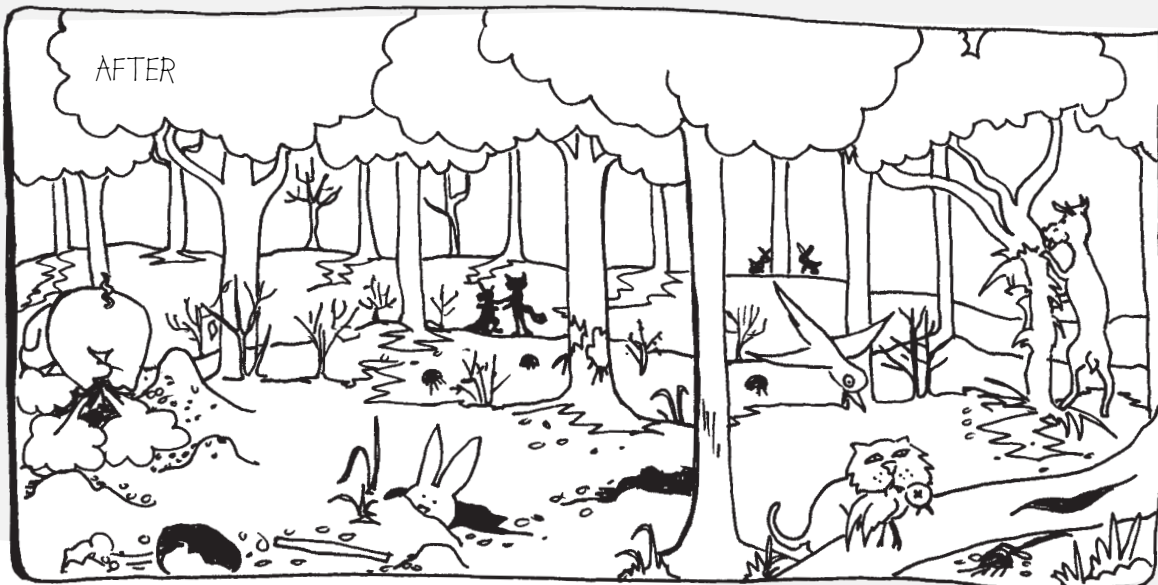
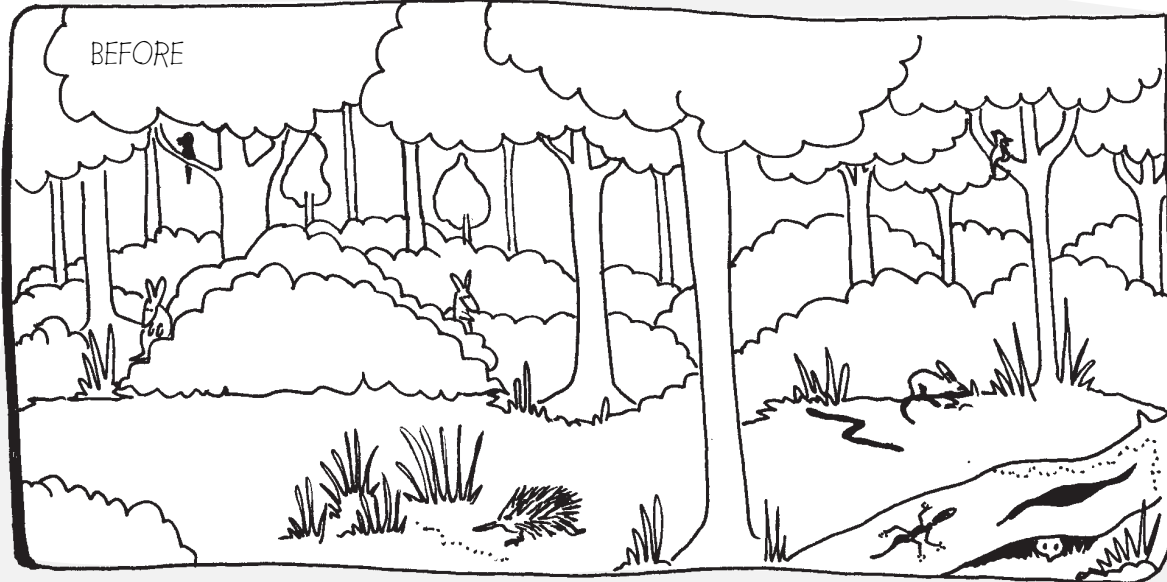
Use the information in the *Ferals* adventure to help you to match the phrase to complete the sentence:

- | | |
|------------------------------|--------------------------------------------------------|
| 1) Kitty relaxing by day | a) soil erosion. Females can have 6 to 7 pups a month. |
| 2) Foxes are clever | b) shorter than 1.8 metres. |
| 3) Feral pigs are aggressive | c) killer of native birds and animals by night. |
| 4) Feral goats eat any plant | d) cunning and kill. |
| 5) Rabbits tunnel and cause | e) destructive and carry diseases. |



SPOT THE DIFFERENCE

After a feral has taken over an area for a while, it is hard to imagine exactly what the forest looked like before it arrived. Look at the illustrations below to see if you can spot the difference. See if you can find ten differences based on what you have learned from the *Ferals* adventure.



The ten differences between the before and after illustrations are:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____





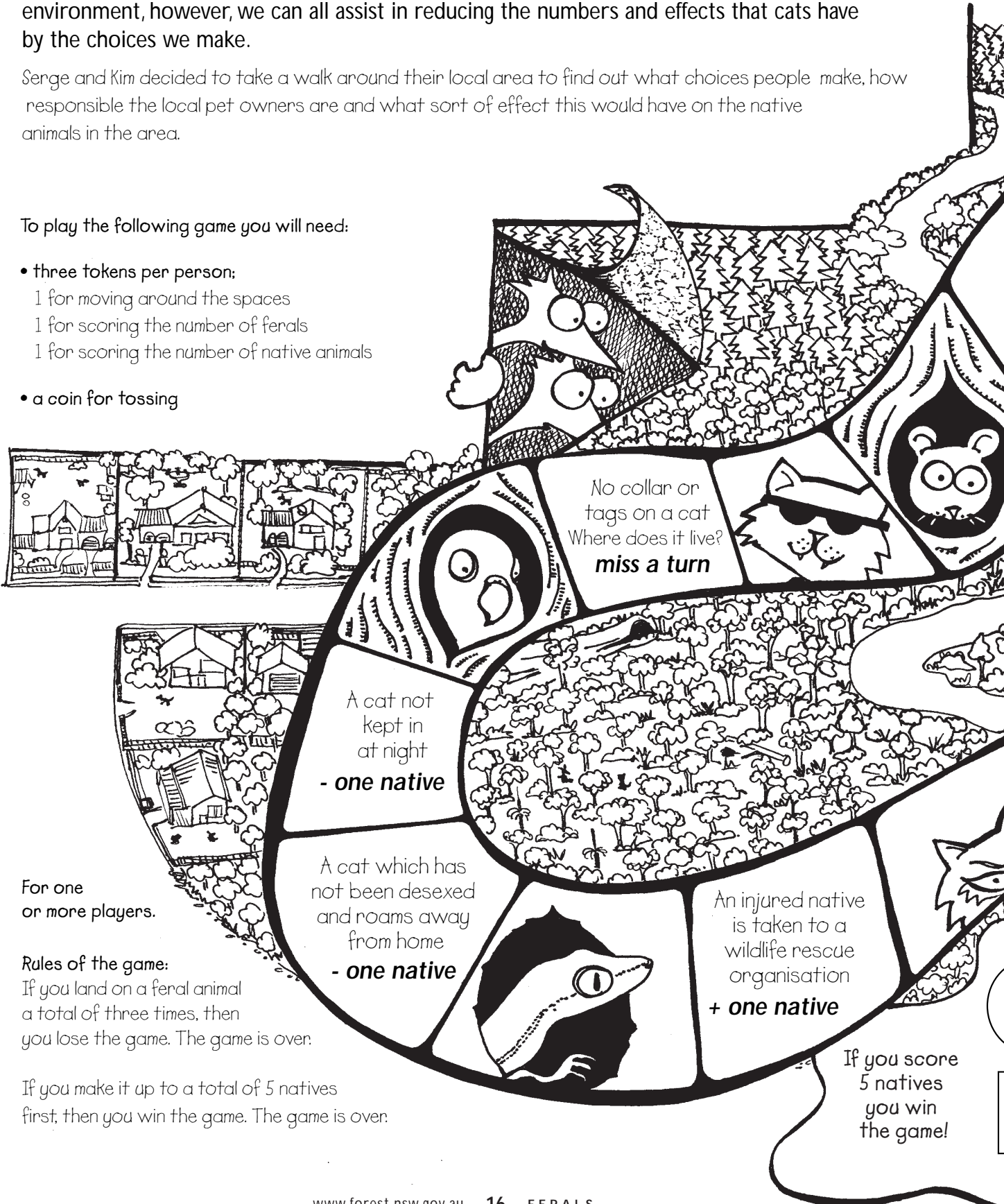
FERAL FIENDS &

Many native animals are described as nocturnal because they sleep in the daytime and hunt during the night. Cats and foxes are also nocturnal. Both are skilled hunters and neither have natural predators in Australia, which means that each can have a disastrous impact within the area that they live. It is difficult for most of us to help in reducing fox numbers in the natural environment, however, we can all assist in reducing the numbers and effects that cats have by the choices we make.

Serge and Kim decided to take a walk around their local area to find out what choices people make, how responsible the local pet owners are and what sort of effect this would have on the native animals in the area.

To play the following game you will need:

- three tokens per person;
 - 1 for moving around the spaces
 - 1 for scoring the number of ferals
 - 1 for scoring the number of native animals
- a coin for tossing



For one or more players.

Rules of the game:
If you land on a feral animal a total of three times, then you lose the game. The game is over.

If you make it up to a total of 5 natives first, then you win the game. The game is over.

If you score 5 natives you win the game!

NATIVE NICE-GUYS



How to play (for one or more players):

1. Choose a native animal space to begin on and place a button, coin or counter to mark it.
2. Toss a coin to see which way you will go and move in that direction and number of spaces.
 - TAILS** - back one space (anticlockwise)
 - HEADS** - forward two spaces (clockwise)

Read any writing in the space and move your scoring tokens.

How to score:

- If you land on a picture of a feral cat or fox, then cover it up on the 'feral' tally.
- If all three spaces are covered, then the game is over. This player loses.
- If you land on a picture of a native animal, then it is a safe space.
- If you land on +one native, or +two natives, then move your token along the 'native' tally by starting at 1 and moving your counter one or two spaces as appropriate.
- If you land on -one native, then go back one space on the 'native' tally.
- If you do not have any natives then stay on zero natives.

Lizards and native birds are visiting the native plants in the garden
+ one native

A cat kept in at night
+ one native

The owners say "our cat can do whatever it likes"
- one native

A cat with a collar and bells
+ one native

The owners have abandoned their cats
- two natives

A desexed cat
+ one native

SCORING:

1 feral 2 feral 3 feral

0 natives 1 natives 2 natives 3 natives 4 natives 5 natives





WHO AM I?



The goat, the fox, the rabbit, the pig and the cat didn't arrive in Australia by accident. They were brought to Australia and over time became feral pests. Follow Serge and Kim through the *Ferals* adventure to uncover facts about each of them. Find out why they were originally brought to Australia and some of the problems they cause today.

Who Am I?

Read the information about each of the ferals on the website, then match the verse to the picture.

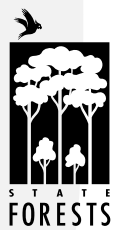
I was on the 'First Fleet'
to provide fat and meat.
I cause damage with ease
and carry disease.

I was brought on a boat
to catch rats while afloat.
I am a hunter with skill,
and can climb up to kill.

I was on the 'First Fleet'
for milk, wool, leather and meat.
I eat plants and my hooves
cause lots of soil to move.

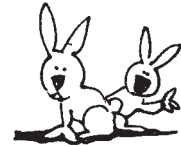
I was brought
for cruel sport.
I have cunning and skill.
I'm clever and kill.

Brought for hunting,
Breed like lightning
Fancy that!
My skin's used for felt hats!





HOW MANY?



The problem with feral animals in Australia is that there are just so many. Feral animals are successful because they are able to survive and adapt to a range of conditions, which would prove difficult for many Australian native animals. But how successful are they? How many...

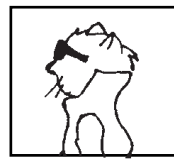
How many minutes will it take you to find the answers to these questions on the website?

Time started:

Time finished:

How many minutes?

1. Follow each of the feral agents on the website to find out how many millions there are estimated to be in Australia.



2a) List ways that are used to try to control the number of feral animals in State forests.

b) How many did you list?

3a) How many babies can a rabbit have in a month?

b) Based on this, calculate how many babies the rabbit could have in a year.

4a) Which secret feral agents kill native animals?

b) How many did you list?

5a) Which secret feral agents eat the food supplies of native animals?

b) How many did you list?





SUPER SPY



Each one of the five feral agents has the ability to survive in the Australian environment. With no natural predators, these pests multiply at an alarming rate. In order to defeat a feral, it must be studied so that its weaknesses may be uncovered. State Forests research methods to try to manage the numbers of feral animals in forests.

Unscramble the following to find five feral animals found in State forests in NSW:

tca ____ xfo ____ atog ____
batrib _____ igp ____



Choose one feral animal to concentrate on and read the facts about it from the website:

Write three interesting facts that you found.



Use your imagination and pretend that you are Serge or Kim 'The Super Spy'. Your undercover mission is to follow your chosen feral. Write down what the feral gets up to in 24 hours, while you are spying on it:



A FERAL TALE

Using the information from the *Ferals* adventure, choose one feral animal and write a short play about it. Consider: Why are ferals a problem? Where do ferals live? How do ferals impact on native animals? What can people do?

1. Preparation

Ask yourself: What is the play about?

Is there a moral? Is the play a comedy or drama?

Choose your characters: other feral animals, native animals, forester, pet owner, bird watchers, bush walkers.

The characters are:

2. Writing your play

Think about:

Orientation (setting the scene)

Complication (what happens)

Resolution (how it ends)

3. How will you perform the play?

Design a poster to advertise your performance and educate the reader about what they can do to help control the effect this animal has on the environment.

Making Masks

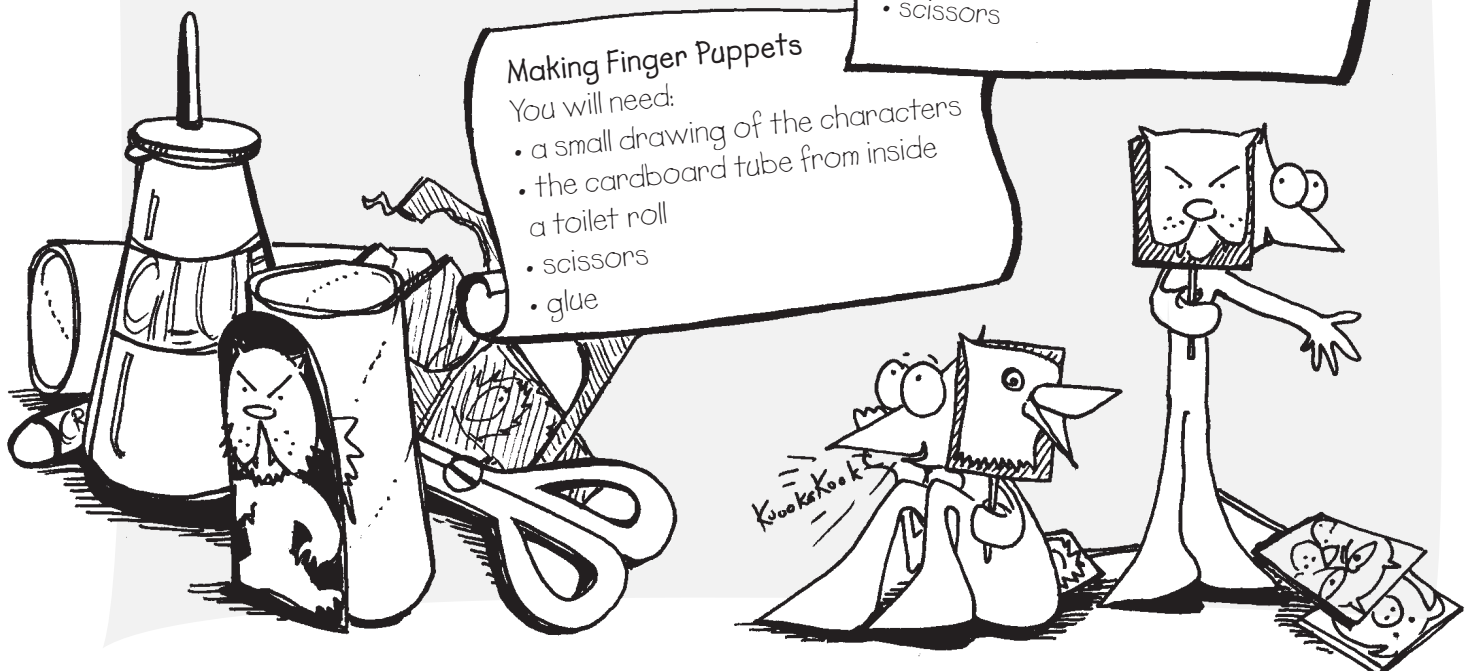
You will need:

- a large drawing of the characters
- a strip of elastic & stapler or a chopstick to attach the mask
- cardboard
- glue
- scissors

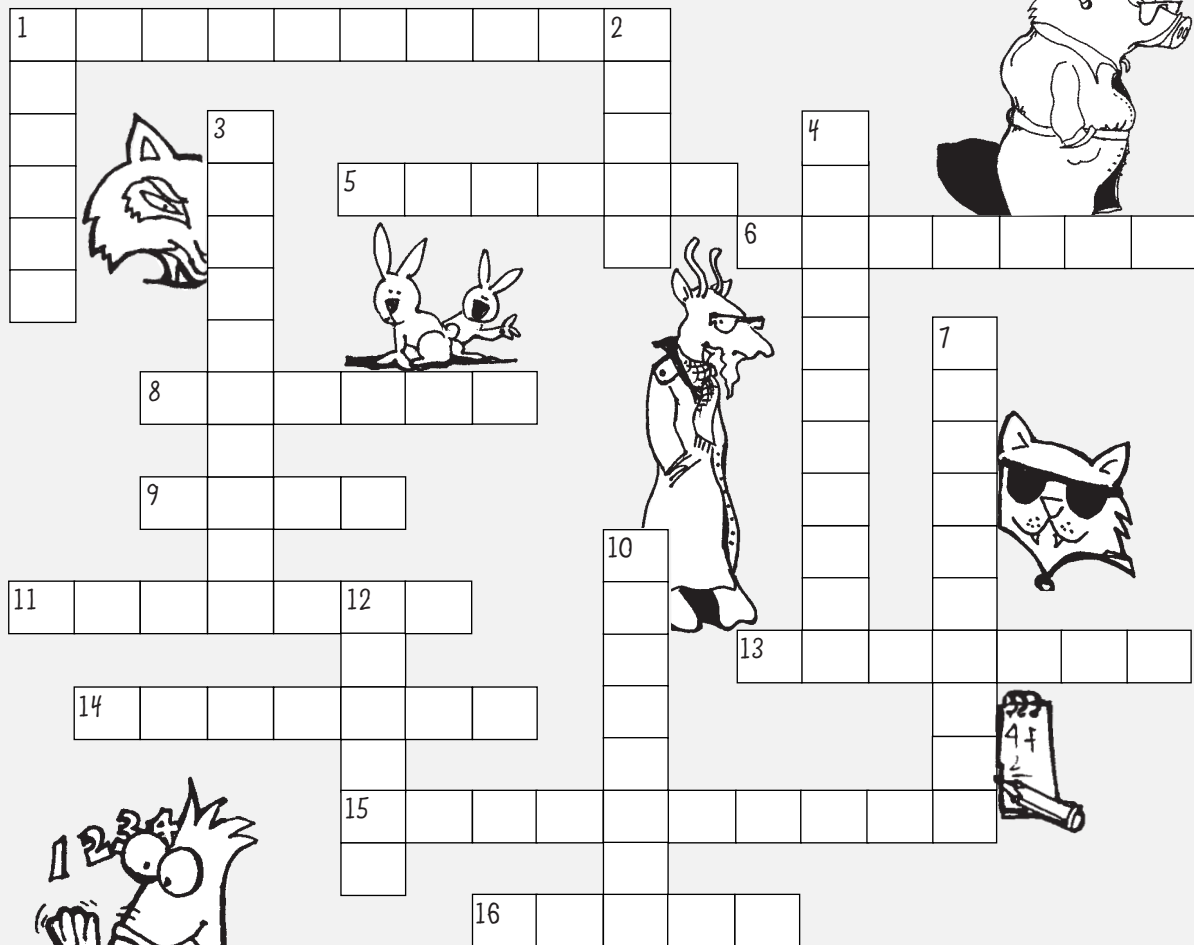
Making Finger Puppets

You will need:

- a small drawing of the characters
- the cardboard tube from inside a toilet roll
- scissors
- glue



FERAL X WORD



Across

1. When something has been put into new surroundings, it has been _____.
5. An animal that searches for prey.
6. A detailed plan to be followed.
8. Another word for break.
9. The usual food an animal eats.
11. To be crafty and sneaky.
13. To demolish or ruin.
14. Where an animal or plant lives.
15. The plant life of an area.
16. An introduced plant or animal.

Down

1. To take over an area in a troublesome manner.
2. All responsible pet owners should _____ their pets.
3. This helps an animal or plant survive in its environment.
4. The cultivation of land, such as farming.
7. The number of animals or plants in a particular place.
10. An animal which preys upon other animals.
12. Plant or animal which occurs naturally in Australia.

Here are the words from the *Ferals* adventure to help you complete the crossword: adaptation, agriculture, cunning, damage, desex, destroy, diet, feral, habitat, hunter, infest, introduced, native, population, predator, program and vegetation.

