

How to make a spinner:

1. Print this page on thin, white card and cut out the template below. If you'd like to use the spinner a lot, you can laminate it to make it last longer.
2. Using a butterfly drawing pin, poke a hole through the centre of the spinner. Push the pin through and split the ends. Add sticky tape to secure it in place.
3. Secure a paperclip over the top of the pin and start spinning!

How to play:

1. Spin the pointer. The animal it lands on is the animal you need to meet the needs of.
 2. Spin the pointer again. What should you provide for your chosen animal to meet the need you have landed on?
- E.g. If you land on rabbit and then land on the companionship icon, you would need to provide your rabbit with a rabbit friend.



Environment
Providing pets with a suitable place they can call home.



Health
Protecting pets from pain and suffering.



Behaviour
Allowing pets to behave as nature intended (play, run, dig or fly).



Companionship
Offering friends for pets who want them and space for pets who don't.



Diet
Making sure pets have the right food and right amounts as well as access to fresh, clean water.