

Note: The Outcomes and PCs are mandatory and cannot be altered. The IA may be altered by arrangement with SQA. (Where a range of performance is indicated, this should be regarded as an extension of the PCs and is therefore mandatory.)

The range of performance for this module is as follows:

lowland habitat;
upland habitat.

OUTCOME 1 IDENTIFY FLORA AND FAUNA ASSOCIATED WITH GAME HABITATS

- PCs
- (a) The identification of the type of habitat is correct.
 - (b) The identification of flora associated with that habitat is correct in relation to common trees and plants.
 - (c) The identification of fauna associated with that habitat is correct in relation to common birds (and their song); invertebrates and mammals.
 - (d) The explanation of the effects farming and forestry practices could have on that habitat is comprehensive and valid.

IA Restricted Response Questions

The student will be set an exercise consisting of restricted response questions to test the knowledge required to identify flora and fauna associated with particular habitats.

The exercise will consist of 4 restricted response questions on flora and fauna associated with particular habitats. One question will be allocated to each Performance Criterion.

The questions will require the student to:

1. for PC (a) identify the type of habitat;
2. for PC (b) identify 5 common trees and 5 common plants;
3. for PC (c) identify 8 common birds (3 of which must be by song/distress signal), 3 common invertebrates and 5 common mammals;
4. for PC (d), explain the effects farming and forestry practices could have on that habitat.

For identification students will be presented with examples (actual specimens or pictorial representations) of flora and fauna associated with the habitats specified in the range.

Satisfactory achievement of the Outcome will be based on all the Performance Criteria being met for the full range. This will be demonstrated by the student, for the full range:

1. producing correct responses for PCs (a) and (d)
2. correctly identifying a minimum of 4 common trees and 4 common plants
3. correctly identifying a minimum of 6 common birds (2 of which are by song/distress signal), 2 common invertebrates and 4 common mammals.

OUTCOME 2

MAINTAIN A HABITAT SUITABLE FOR GAME

PCs

- (a) The identification of a habitat requiring maintenance is correct.
- (b) The selection of tools equipment and materials is appropriate to the job to be undertaken.
- (c) The cutting/burning of the habitat to be maintained is in accordance with the type of habitat.
- (d) The clearing of the habitat to be maintained is in accordance with the type of habitat.
- (e) The planting of trees and shrubs is correct in relation to type, location, depth and avoidance of root damage.
- (f) The disposal of cut vegetation is complete and in accordance with given instructions.

IA Practical Exercise

The student will be set a practical exercise to test the application of knowledge and skills required to maintain a habitat suitable for game.

The student will be expected to maintain a habitat suitable for game for the full range to the standards specified in the Performance Criteria.

The assessment may be carried out with the aid of an observation checklist.

Satisfactory achievement of the Outcome will be based on all the Performance Criteria being met for the full range.

**The following sections of the descriptor are offered as guidance.
They are not mandatory.**

CONTENT/CONTEXT

Safety regulations and safe working practices and procedures should be referred to and adhered to, where applicable at all times.

Corresponding to Outcomes 1-2:

1. Flora and fauna associated with lowland habitats.

Flora and fauna associated with upland habitats.

Effects of farming and forestry practices on game habitats.

2. The student should be familiar with all aspects of habitat management in both lowground and upland environments. Student should identify the area requiring maintenance and actively participate in the practical exercises required to maintain specific habitats.

Lowground habitat management would include cutting and clearing specific areas of woodland to improve game shooting. This would involve clearing rides and flushing area within woodlands, clearing brush, undergrowth and fallen timber using hand and motorised tools in order to optimise game bird holding potential.

Maintaining ponds, ditches etc. in wet area for wild fowling purposes.

Upland habitat management would include heather burning, bracken control, draining etc. Familiarity with the use of hand and motorised tools is essential.

Students would be expected to plant trees and shrubs in appropriate areas to improve the sporting potential of a selected habitat.

SUGGESTED LEARNING AND TEACHING APPROACHES

This module is concerned with the maintenance and improvement of habitats for game.

The majority of teaching instructions and teaching will take place in a practical situation.

The student should be involved with all aspects of habitat maintenance and improvement such as clearing rides, planting trees, burning heather and maintaining wet land.

Visits to lowground and upland estates in order to familiarise the student with the fauna and flora and techniques for their identification. Demonstration of habitat maintenance and improvement techniques show the range of skills required and habitats available for game management purposes.

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