

# Wild Kratts: Aardvark Town – Mission Worksheet

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A B1 viewing worksheet for teenage learners: students act as field agents on a rescue mission, with tasks before, during and after the episode (about 60 minutes).

## Part 1: Before watching (10 minutes)

**Agent name:** \_\_\_\_\_ **Code name:** \_\_\_\_\_ **Team:** \_\_\_\_\_

**Mission briefing:** A baby animal is lost in the African savanna, far from home, and he is hiding in someone's backpack. Your team must get him back to his family. You need to know your animal first.

**Task 1 – Gut feeling.** Circle your guess, then compare with your partner. You will check your answers after the episode.

1. Aardvarks mainly eat: **a)** fruit **b)** ants and termites **c)** fish
2. An aardvark's tongue can be about: **a)** 5 cm **b)** 30 cm **c)** 1 metre
3. Aardvarks are most active: **a)** at night **b)** at midday **c)** only in winter
4. "Aardvark" means "earth pig" in Afrikaans. **True / False**

**Task 2 – Agent vocabulary.** Match each word (1-8) with its meaning (a-h).

| Word             | Meaning                                              |
|------------------|------------------------------------------------------|
| 1. burrow        | a. a hidden passenger who travels without permission |
| 2. stowaway      | b. active at night, asleep in the day                |
| 3. claw          | c. a hole or tunnel that an animal digs to live in   |
| 4. termite mound | d. the natural home of an animal or plant            |
| 5. nocturnal     | e. to dig under the ground                           |
| 6. habitat       | f. a hard, sharp, curved nail on an animal's foot    |
| 7. tunnel        | g. a tall hill built by tiny insects                 |

| Word      | Meaning                            |
|-----------|------------------------------------|
| 8. to dig | h. a long passage under the ground |

**Task 3 – Predict the mission.** With a partner, write three things you think could go wrong when you search for a baby animal's home "door to door" in the savanna.

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

## Part 2: While watching (26 minutes)

**Task 4 – Animal tally challenge.** Work in teams of three. Every time a *different* animal appears or is named, write it down. One point per animal. Bonus: +2 for each animal that lives in a burrow.

| Animal            | Burrow animal? (✓) | Points |
|-------------------|--------------------|--------|
|                   |                    |        |
|                   |                    |        |
|                   |                    |        |
|                   |                    |        |
|                   |                    |        |
|                   |                    |        |
| <b>Team total</b> |                    |        |

**Task 5 – True or false?** Write T or F. Correct the false ones.

1. The baby aardvark hides in Martin's backpack. \_\_\_\_
2. The team searches for the baby's home door to door. \_\_\_\_
3. The baby aardvark knows exactly where his burrow is. \_\_\_\_
4. Other animals use the burrows that aardvarks dig. \_\_\_\_
5. Aardvarks are not important for other animals. \_\_\_\_

**Task 6 – Quick answers.** Write short notes.

1. How does the baby aardvark end up with the Wild Kratts?  
\_\_\_\_\_

2. What useful service does the aardvark give to other animals?  
\_\_\_\_\_

3. Which animal surprised you most? Why? \_\_\_\_\_

**Task 7 – Mood meter.** At the start, the middle and the end of the episode, circle one word and say why.

| Moment | funny / tense / surprising / sad / exciting | Why? |
|--------|---------------------------------------------|------|
| Start  |                                             |      |
| Middle |                                             |      |
| End    |                                             |      |

### Part 3: After watching (20 minutes)

**Aardvark fact file.** Aardvarks are nocturnal. They use powerful claws to dig, and a long, sticky tongue (up to about 30 cm) to catch ants and termites. They have a very good sense of smell and hearing. Their burrows become homes for many other animals.

**Task 8 – Check your gut feeling.** Go back to Task 1. How many guesses were right? \_\_\_\_ / 4

**Task 9 – Mission report.** Complete the report with the correct form of the verb in brackets.

A baby aardvark accidentally (1) \_\_\_\_\_ (become) a stowaway in Chris's backpack. The team (2) \_\_\_\_\_ (go) door to door to find his burrow. During the search, they (3) \_\_\_\_\_ (learn) that aardvarks (4) \_\_\_\_\_ (dig) burrows that many other animals (5) \_\_\_\_\_ (use).

**Task 10 – Use it or lose it.** Write three sentences about the episode. Use one new word from Task 2 in each.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

**Task 11 – Choose your superpower.** Rank these real aardvark abilities from 1 (most useful for a human) to 4 (least useful). Then explain your top choice to your partner.

| Rank | Ability                                               |
|------|-------------------------------------------------------|
| ---  | Digging a tunnel in minutes with powerful claws       |
| ---  | Hearing a tiny sound from far away                    |
| ---  | Finding food by smell in the dark                     |
| ---  | Staying active at night, when everyone else is asleep |

**Task 12 – Design challenge: Creature Power Suit.** The Wild Kratts team can "borrow" an animal's powers. Design your own Aardvark Power Suit.

- Draw it in the box below (or on the back of this page) and label **three** features.
- Each feature must match a real aardvark fact.
- Give your suit a name and say which problem it solves.

|                  |
|------------------|
| Suit name: _____ |
|                  |
|                  |
|                  |
|                  |

Feature 1: \_\_\_\_\_ Feature 2: \_\_\_\_\_ Feature 3: \_\_\_\_\_

It solves this problem: \_\_\_\_\_

## Part 4: Speaking challenges (15 minutes)

**Task 13 – Door-to-door role-play.** Work in pairs. Student A is a Wild Kratts agent holding the lost baby aardvark. Student B is a burrow resident who opens the door. Your teacher gives B a secret mood card: *sleepy, suspicious, very chatty* or *hungry*. Have a 2-minute conversation, then swap roles.

| Agent says                          | Resident says                                       |
|-------------------------------------|-----------------------------------------------------|
| Excuse me, sorry to wake you up.    | Do you know what time it is?                        |
| Does this little guy belong to you? | I'm afraid not, but I might know who he belongs to. |

| Agent says                                      | Resident says                                   |
|-------------------------------------------------|-------------------------------------------------|
| Have you seen anyone who is looking for a baby? | Try the burrow next door.                       |
| Do you know who lives in the next burrow?       | Why are you carrying an aardvark in a backpack? |

**Task 14 – Mini debate.** Teams of four. Team 1 agrees and Team 2 disagrees. You have 3 minutes to prepare and 1 minute each to speak.

"Boring animals matter as much as famous, powerful ones."

Useful language: *I strongly believe that...* · *One example is...* · *That's true, but...* · *Without them, ... would happen.*

**Exit ticket.** Finish the sentence: "After this mission, I will never look at an aardvark the same way because \_\_\_\_\_."