

KS1 and KS2 Curriculum links: Design and Technology, Science and History

Time	Activity
10:00	Arrive, welcome and introduction
10:15	 Hazard treasure hunt Foraging for ingredients and sticks for fire
11:30	Fire circle games, fire safety and fire striking
12:15	Cooking and eating own lunchWaste audit
13:00	Shelter building
14:00	Programme ends

Important information about your visit

- Please ensure pupils bring a packed lunch if they are unlikely to ear the soup and bread on the day
- Please ensure that pupils wear suitable clothing: this should be something that won't spoil if it gets a bit dirty and should be appropriate for the season of your visit. At all times of the year, the optimum clothing includes waterproofs and wellies.
- It is essential that all pupils and participants bring two pairs of footwear: a pair suitable for the tour of the farm (ideally wellies) and a pair for indoor/travel use.

Summary of activities

Hazard treasure hunt and foraging

Introduction to hazard awareness and familiarity with the site. Basic plant identification, developing knowledge of place, inhabitants and habitats, past and present.

Fire activities

Pupils will explore the basic needs of humans for survival and learn about fire safety, looking after themselves and others.

Preparing, cooking and eating lunch, and waste audit

Using items from their foraging expedition, pupils will cook a basic lunch to share whilst learning about seasonality and where food comes from. Pupils will be encouraged and helped to sort their lunch leftovers into containers for recyclable and non-recyclable items, as well as food waste for composting.

Shelter building

Pupils will work as a team to build a waterproof shelter and think about habitats, structures, design and materials.

Tour of farm

Pupils will visit the farm to see our organic dairy cows (and their calves in the autumn). They will learn how the cows are looked after, what they eat, what they produce and where they live.





Links to the New Primary Curriculum

A Forest School Day contributes to the following curriculum areas:

KS1 and KS2 Design and Technology

Cooking and nutrition

- understand where food comes from. (KS1)
- understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed. (KS2)
- select from and use a range of tools and equipment to perform practical tasks. (KS1&2)
- build structures, exploring how they can be made stronger, stiffer and more stable. (KS2)

KS1 and KS2 Science

Living things and their habitats

- identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend upon each other. (KS1)
- describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. (KS1)
- recognise that environments can change and that this can sometimes pose dangers to living things. (KS2)

Animals, including humans

- find out about and describe the basic needs of animals, including humans, for survival. (KS1)
- identify that animals including humans, need the right types and amount of nutrition, and that they cannot make their own food, they get nutrition form what they eat. (KS2)

Working scientifically

- use observations and ideas to suggest answers to questions. (KS1)
- asking relevant questions and using different types of scientific enquiries to answer them. (KS2)

Materials

distinguish between an object and the materials it is made from. (KS1)

KS1 and KS2 History

 the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor. (KS2)