

Limited availability, term 1 only

KS1

Curriculum Links: Science, Design and Technology, Art and Design

Time	Activity
10:00	Arrive, welcome and introduction to include 'homes around the world'
10:45	Design and make a simple animal home
11:15	Tour of farm to look at our cows' and hens' homes
12:15	Lunch and waste audit
13:00	Make a clay animal in its home
14:00	Programme ends

Important information about your visit

- Please ensure pupils bring a packed lunch
- 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

Introduction

Pupils will find out what we are all about at Bore Place and have outline descriptions of the day's activities. They will also see and discuss some images of different types of homes around the world.

Design and make a simple animal home

Pupils will think of an animal and make a small home for it using natural materials picked up from the ground in the Green Man Glade. Pupils are shown how to make simple minibeast homes for overwintering.

Tour of farm

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

Waste audit

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.

Make a clay animal in its home

Using Bore Place clay, pupils will make a clay animal in its home. The clay work will be dried and fired here, and we will let you know when they are ready to collect.

Links to the New Primary Curriculum

An Autumnal Homes and Houses programme contributes to the following curriculum areas:

KS1 Science

Seasonal changes

- observe change across the four seasons. (Year 1)

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. (Year 2)

Animals, including humans

- notice that animals, including humans, have offspring which grow into adults. (Year 2)
- find out about and describe the basic needs of animals, including humans, for survival (water, food and air). (Year 2)

KS1 Art and Design

- develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. (KS1)