

KS1 and KS2

Week	Session Activities	Session Overview	Curriculum Links
1	<ul style="list-style-type: none"> ▪ Welcome ▪ Hazard Treasure Hunt ▪ Recall Games ▪ Snack/hot drink break ▪ Environmental Arts & Crafts i.e. natural paint/hapazome 	<ul style="list-style-type: none"> ▪ Introduction to hazard awareness ▪ Introduction to recall/familiarise yourself with the site, establish routines and safe practices ▪ Basic plant ID 	<ul style="list-style-type: none"> ▪ Science – ID and name common wild plants and trees ▪ Science – ID and describe basic flowering plant and tree structure ▪ Arts – Use a range of materials creatively to design and make products
2	<ul style="list-style-type: none"> ▪ Journey sticks ▪ Recall games ▪ Snack/hot drink break ▪ Mini-beast hunt 	<ul style="list-style-type: none"> ▪ Getting acquainted with the journey ▪ Rehearsing recall ▪ Introduction to fire safety 	<ul style="list-style-type: none"> ▪ Science – Observing closely ▪ Science – Identifying and classifying ▪ Science – Use observations and ideas to suggest answers and questions ▪ Science – ID, describe and compare common animals ▪ Science – Seasonal change
3	<p>Shelters</p> <ul style="list-style-type: none"> ▪ Warm Up Games ▪ Den building ▪ Clay mini-beats 	<ul style="list-style-type: none"> ▪ Rehearse fire safety and recall ▪ Use team work to build an effective shelter ▪ Build on knowledge of place, inhabitants and habitats 	<ul style="list-style-type: none"> ▪ Design and Technology – Evaluate ideas and products against design criteria ▪ Design and Technology – build structures, explore how they can be made stronger ▪ Science – find out about and describe the basic needs of animals, including humans, for survival (water, food and air) ▪ Science - recognise that environments can change and that this can sometimes pose dangers to living things ▪ Science – Seasonal change
4	<p>Exploring</p> <ul style="list-style-type: none"> ▪ Microscopes and mirrors ▪ Fire striking and theory ▪ Muddy kitchen challenge 	<ul style="list-style-type: none"> ▪ Build on knowledge of site ▪ Encourage observation and recording ▪ To be able to make fire safely, caring for self and others 	<ul style="list-style-type: none"> ▪ Science – observing closely using simple equipment ▪ Design and Technology – select from and use tools and equipment to perform practical tasks ▪ Art – Creatively develop and share ideas, experiences and imaginations
5	<ul style="list-style-type: none"> ▪ Whittling to create tools ▪ Fire striking and toasting marshmallows 	<ul style="list-style-type: none"> ▪ Learn safe tool practices 	<ul style="list-style-type: none"> ▪ Design and Technology – select from and use tools and equipment to perform practical tasks



6	Choice Day – could include tour of the farm, trails, map making, foraging and cooking traditional bread and nettle soup, braiding, wands/swords/bows and arrows, mud kitchens		To be mapped against the curriculum once chosen
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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 outdoor use (ideally wellies) and a pair for indoor/travel use.**