

We offer a range of educational opportunities linked to the national curriculum and led by qualified practitioners focussing on play and experiential learning to provide engaging, impactful sessions for primary school students. Our five themed sessions can be adapted to meet the requirements of your group and we're happy to mix-and-match activities from different sessions. Use the matrices to see the curriculum links for each session.

(PL) Practitioner-led activity (SL) Self-led activity

Habitat Explorers

Dig deep into the habitats all around us—discuss human impact and how we can support nature in its recovery

Explore the characteristics of living things, food chains, habitats and micro-habitats, interdependence, as well as the positive and negative human influences on habitats (PL)

Play “match the animal to its habitat” game (SL)

Complete a habitat map of a section of Bulwell Forest Garden by using keys to identify and classify plants and animals, then replicate animal habitats using clay models (SL)

The Plants Are Aliens!

Take a closer look at the “alien” world of plants and trees—how they communicate, share nutrients, and even battle each other to survive

Investigate the life cycles of plants—germination, pollination (including the role of bees and butterflies as pollinators) and seed dispersal, whilst playing a fun seed dispersal game (PL)

Read extracts from “A Tree Full of Wonder” together, discuss the “wood wide web” and how trees secretly communicate with each other, consider the benefits of trees, and discover how we as humans have tree-like qualities (PL)

Learn about the most bizarre and unusual plants from around the world, how they've adapted to grow and thrive, and explore the garden to complete a bizarre plant checklist (SL)

Wild Science

Discover the strong links between science and the untamed natural world

Dissect plants and flowers, observing their parts whilst discussing their functions and benefits (PL)

Sensory scavenger hunt—pupils pair up and use all five senses to explore our space, journal their findings, and share their sensory discoveries (SL)

Create a class wormery—pupils work together using a step-by-step guide to create their own class wormery which can be taken back to the classroom and monitored weekly (SL)

Play “What Will the Worm Eat” game, learn mind-blowing worm facts, and maybe even conduct some Charles Darwin inspired experiments (PL)

Create paints and dyes from natural materials to produce a piece of art inspired by the garden or a poem (SL)

Back to Basics Bushcraft

Harness the power of nature and learn ancient skills during an immersive “survival” game—discover the four main aspects of survival and how to thrive in a woodland environment

Use geography skills to map out the garden and find the best spot to build a mini community (SL)

Shelter building challenge—pupils work together to build their own shelters using either tarps and cord or natural materials (SL)

Have a go at purifying dirty water—discuss different purification methods, the importance of hydration in a survival situation, and other methods of extracting water from our surroundings (PL)

Introduction to foraging—learn about personal safety, foraging law, and best practice before foraging in the garden for edible treats (PL)

Make a fire using ferro rods—learn how to collect wood, prepare and build on a fire, and manage fires safely with our environment in mind (PL)

Campfire cooking—bring a snack or some marshmallows to roast over a fire and enjoy together (PL)

Minibeasts

Spot common creepy-crawlies whilst roaming around the garden and completing a minibeast hunt checklist

Use magnifying glasses and pots to find, collect, and observe invertebrates that live in different habitats such as our woodland and pond—then draw one of the creatures you find and label the parts (SL)

Identify the minibeasts discovered using pictures or classification keys (age dependent) before digging deeper into classification and the eating habits of herbivores, omnivores, and carnivores (PL)

Discuss the lifecycles of our minibeasts, take part in a lifecycles game, and even have a go at replicating their habitats using clay models (PL)

Curriculum Links

Science	Explore Habitats	Alien Plants	Wild Science	Bush Craft	Mini Beasts
Working scientifically Asking and answering questions ◦ Using equipment ◦ Gathering data Carrying out tests ◦ Classifying ◦ Making observations	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
ALL Exploring and investigating the local environment Recognising and naming common local plants and animals ◦ Exploring nature and wildlife within the community ◦ Wayfaring local woodland	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Animals Identifying ◦ Naming ◦ Structures ◦ Herbivores / omnivores / carnivores					<input type="radio"/>
KS1 Plants Identifying ◦ Naming ◦ Basic structure		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Everyday materials Objects and materials ◦ Simple physical properties	<input type="radio"/>			<input type="radio"/>	
Y3 Plants Parts and functions ◦ Requirements for growth ◦ Role of flowers		<input type="radio"/>	<input type="radio"/>		
Animals Vertebrates and invertebrates ◦ Nutrition / food chains	<input type="radio"/>		<input type="radio"/>		<input type="radio"/>
Y4 Living things and their habitats Grouping ◦ Using and creating classification keys Changes to environments ◦ Food chains	<input type="radio"/>				<input type="radio"/>
Living things and their habitats Animal lifecycles ◦ Reproduction in plants	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
Y5 Materials Comparing and grouping materials based on properties				<input type="radio"/>	
Forces Air resistance ◦ Water resistance ◦ Floating / sinking				<input type="radio"/>	
Y6 Living things and their habitats Classification	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Evolution and inheritance Variation ◦ Adaptation which can lead to evolution		<input type="radio"/>			<input type="radio"/>

Design and Technology		Explore Habitats	Alien Plants	Wild Science	Bush Craft	Mini Beasts
	Design functional products for themselves and other users / animals	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
KS1	Select a range of tools, materials, and equipment			<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Build structures—exploring how they can be made stronger, more stable, etc.	<input type="radio"/>			<input type="radio"/>	
	Develop criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups				<input type="radio"/>	<input type="radio"/>
KS2	Select from and use a wider range of tools, materials, and equipment according to their functional properties			<input type="radio"/>	<input type="radio"/>	
	Apply understanding of how to strengthen, stiffen, and reinforce more complex structures				<input type="radio"/>	
Geography		Explore Habitats	Alien Plants	Wild Science	Bush Craft	Mini Beasts
	Use simple compass directions and locational / directional language to describe the location of features and routes on a map				<input type="radio"/>	
KS1	Use plan perspectives to recognise landmarks and human / physical features				<input type="radio"/>	<input type="radio"/>
	Use and construct basic symbols in a key				<input type="radio"/>	
	Use the eight points of a compass ◦ Symbols and keys				<input type="radio"/>	
KS2	Use fieldwork to observe, measure, record, and present human and physical features in an area ◦ Using maps and plans			<input type="radio"/>	<input type="radio"/>	
Mathematics		Explore Habitats	Alien Plants	Wild Science	Bush Craft	Mini Beasts
	Numbers Count legs on invertebrates or leaves on a compound leaf to aid identification (including counting in pairs) ◦ Count numbers of invertebrates in a habitat					<input type="radio"/>
ALL	Measurement Measuring animals or plants to illustrate variation		<input type="radio"/>			
	Geometry Positional and directional language ◦ Points of the compass Geometric shapes and patterns present in nature				<input type="radio"/>	

English		Explore Habitats	Alien Plants	Wild Science	Bush Craft	Mini Beasts
	<p>Spoken language Listen and respond appropriately ◦ Ask questions to extend knowledge and understanding ◦ Articulate / justify answers and opinions ◦ Build vocabulary Give well-structured descriptions and explanations ◦ Participate actively</p>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
ALL	<p>Reading Use phonics and other strategies to decode words (names of invertebrates, plant parts, etc.) ◦ Use guides / non-fiction books to identify plants / animals</p>		<input type="radio"/>			<input type="radio"/>
	<p>Writing Use phonic strategies and knowledge of letter strings / spelling patterns to spell the names of plants and animals ◦ Writes labels</p>		<input type="radio"/>	<input type="radio"/>		

Art and Design		Explore Habitats	Alien Plants	Wild Science	Bush Craft	Mini Beasts
ALL	Make observational drawings and labelled diagrams	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>