



## AREAS OF THE FOREST

### ***ECO CLASSROOM***

This is built using ecologically sound materials and is used to support the outside learning environment. It houses resources for the forest school such as waterproofs, wellies, back packs, pond dipping equipment. Children will learn eco-friendly ways to help the plants in the forest grow by composting waste materials from our school kitchen and using water butts. The building also houses a toilet and washing facilities so that the forest school is a stand-alone facility separate from Rossmere School. We also have a drying room for waterproofs. It is fully accessible for disabled users, as is the rest of the forest school.

### ***FIRE PIT***

A circular area with seating and a purpose built fire pit in the centre. This area is great for:

Science, food technology, PSHCE:

Cookery – exploration of cookery processes, recipes, healthy eating, food hygiene.

Discussing fire processes, safety and sustainability of wood for fire lighting.

Team and community building – groups work together to light fire, fuel it, establish group safety, extinguish fire. Use of tools to create cooking utensils. Campfire games and songs.

Calm reflection after forest school activities.

### ***POND AREA***

An area with a large pond, the depth of which depends upon rainfall levels. Sloping sides to the pond are planted with aquatic plants, such as ferns, irises and marigolds. A wooden suspension bridge crosses the pond and there is a decked platform for pond dipping. This area is great for:

Science, Mathematics:

Exploration of the eco-system that our pond supports.

Classification of freshwater invertebrates, amphibians, insects, mammals, plants and exploration of their structure, growth, habitats, life cycles, food chains etc.

Surveys, collection and analysis of data on species of invertebrate populations over periods of time and exploring reasons for any changes.

### ***AMPITHEATRE***

An area with amphitheatre style seating made from natural materials with a central space. This area is great for:

English:

Drama - acting out stories, plays and poetry that participants have created.

Use of professional theatre companies, writers and story tellers to showcase their work to participants.

Gathering groups together before or after activities.

Sharing experiences and stories – speaking and listening.

### ***WILD WOOD***

This is an area of the forest where the plants and trees grow wild, there are no fixed paths or seating here. This area is great for:

Science, PE, ICT, Mathematics, History, Design technology:

Exploration of the bio-diversity of plants and animals which start to thrive here.

Eventually night cameras will be installed to discover and keep records of the nocturnal wildlife of our forest.

Geocaching and orienteering, using GPS units, compasses and maps for navigation.

Using natural materials found here to create dens and shelters using tools if necessary to give a survival/bushcraft experience. Exploration of history – early man and shelters.

Mini beast hunts and creation of bug hotels.

### ***MEADOW AREA***

This area has wild meadow plants along with fruit trees. It is great for:

Science, Mathematics, Food technology, History, Computing:

Exploration of the eco-systems it supports.

Classification of plants, insects and mammals, and exploration of their structure, growth, habitats, life cycles, food chains etc.

Surveys, collection and analysis of data on species of plant, insect and mammal populations over periods of time and exploring reasons for any changes.

Harvesting fruit to eat or cook with, look at food eaten by early man – harvesting, storage and cookery techniques.

Use of GPS units to measure length, calculate area and perimeter, use of positional language, 2D shapes and use co-ordinates.

### ***RAVINE AREA***

Large stone boulders and a slope lead down into the ravine, which has steep sides. A ditch dug at the bottom of the ravine will flood or dry out according to the weather conditions at that time, with a wooden bridge to cross over the top. This area is great for:

Science, PE, English, Thinking skills, Design and technology, Art and design:

Classification of plants, insects and mammals, and exploration of their structure, growth, habitats, life cycles, food chains etc.

Creating bridges to cross the flooded ravine and exploration of how weather and natural forces can affect our environment.

Creativity and making skills – How to make mud sculptures, negotiate the water safely, build bridges, make a mud slide etc.

Create treasure hunts to find parts of a story then read or recreate it. Acting out stories for younger children, such as 'We're Going on a Bear Hunt', 'The Three Billy Goats Gruff' and 'The Gruffalo'. Creating sculptures or models to go with these.

Team building skills to complete physical challenges.

### ***BIRD HIDE***

This area is in a quiet corner of the forest with a wooden bird hide to observe species of birds that come to visit. It has bird boxes and feeders to encourage birds to visit for food and set up habitats here. This area is great for:

Science, Mathematics, Computing:

Classification of birds and exploration of their structure, growth, habitats, life cycles, food chains etc. Use of i-pads to identify bird calls. Nesting box cameras.

Surveys, collection and analysis of data on species of bird populations over periods of time and exploring reasons for any changes.

### ***SCULPTURE TRAIL***

This is a separate grassed area which runs along the front of the year one and two playground, it has tree stumps which will be sculpted into forest creatures by a chain saw artist. This area is great for:

Art and design, Geography:

Using tools for wood carving skills to create crafts and useable items.

Using natural objects and materials to create artworks. Looking at other artists who use natural materials.

Being creative with clay, mud, willow and other natural materials to create sculptures.

**Working with visiting artists to inspire participants into using varied techniques, media and materials.**

**Observations to collect information and record human and physical features of the forest school and create maps.**

**Use a compass to negotiate the area.**

### ***YURT***

**Originally from Mongolia and made of animal hide, the yurt provided shelter for nomad tribes. Our yurt will be made of canvas and will add a cosy camping feel to the forest to shelter the children and to use as a base to explore forest further. It can be used for storytelling, book reading, and an area for calm reflection after forest school activities or even for an overnight camp!**

