



Forest School Curriculum Matrix 2016-2017 Autumn Term

	English	Maths	Science	History	Geography	P.E	Music	Art	DT	ICT
Y1			To explore the Forest School using our senses.		Using the Forest School to develop geographical and computing skills.			To create self-portraits using natural materials.	Using the Forest School to develop "camp fire" skills and activities. Using the Forest School for cooking: marshmallows/jacket potatoes etc. Food linked to Bonfire Night.	
Y2	Hunting for vocabulary linked to habitats. Describing the different habitats.	Mini beast Hunt - counting, creating bar charts/ pictograms. Measuring leaves, twigs, bugs ect Number trails	Science Habitats - where they are found? How could we catch a woodlouse? Identifying, describing habitats. Animal, minibeast hunts. Identifying birds. Follow the food chain				Use stage to perform their music work.	Observational drawings of leaves, bark, flowers ect		Use of cameras, iPad to take photos of habitats, animals
Y3	Recount of a Forest School Experience Using the ravine as a trench.	Bar charts of species of plants and animals found in the forest Finding different shapes. Problems using all operations linked to minibeasts - e.g. 8 times tables for spiders legs	Forces and magnets - find examples of forces being used in the forest school and magnetic material.	Re-enact the bombardment outdoor on a large scale with sound - using the ravine as a trench	Set up weather measurements in forest school - e.g. rain, temp, wind speed and direction	Creative outdoor dance - related to nature possibly	Outdoor Music with simple notation attached e.g. sticks, leaf blowing etc	Outdoor art to represent a feeling using natural resources. Sketching skills and perspective.	Make simple cars out of forest school materials Race cars in forest school	Photograph different aspects of the forest school to send to school in Germany. When emailing the children in Germany ch to include a description of what is in the forest school.

Y4	See History.	Measurement - looking at different units of measure and how they are used within forest school.	Investigating food chains within the forest school environment.	Making the house of the dead from Literacy text. Children to use poles and tarps to create mummification tent.			Listening for loud and quieter sounds within the environment.	Identifying different animals within the environment. Photographing, sketching and using magnifying glasses to look at the animals.	Create an arm cuff or bracelet- embellish with items from the forest school. Create a pendant using tools with FN.	
Y5	Beowulf Drama - using the setting to perform the poem. Environment as a stimulus for developing figurative language.	Decimals, fractions & percentages - use the resources - twigs, leaves (link to Anglo-Saxon resource gathering) as a stimulus for calculations and problem solving around this topic.	Materials - long term investigation - decomposition of materials.	Settlements - children to identify suitable settlements for their villagers. Where will they settle and why? Sustainability - how will they survive? Layers of the forest.		Tribal Dance. Link to music - noises of the forest. Use of a amphitheatre to perform.	Tribal Music - noises of the forest - which natural resources can they use to create music - percussion instruments for pulse rhythms, ostinato rhythms and other resources/instruments to create sounds to develop melodies.	Tribal masks. Explore forest/Tribal Art. Use of natural resources to create tribal art - carvings. Communicating through art.	Available natural materials to make your purse. Children to create a draw string bag. Inspiration for designs - patterns and colour. Costumes for tribal festival.	We are game developers. Create and Anglo-Saxon game to contribute to camaraderie building between tribes. Record images and sounds to use in game to make more realistic. Take photographs of each other in tribal costume to use as characters in game. Create 3D game - ch experience the algorithms of the game - making them more realistic but more creative also.
Y6	Use amphitheatre to read poems linked to train topic. Use natural objects to provide the rhythm - clicking sticks/rustling leaves.	Estimating and measuring in m and cm in bridge building project for Rainhill trials. 4 quadrant work using sticks as the frames.	Light and Shadow -reflections - put mirrors in an area of the forest to prove light travels in straight lines. Play find the tree to illustrate how we see. Towards Dec use the idea of torches in dark places to illustrate shadows.	Build a bridge over a ravine. Work out how to get a train over a valley-link to railways.	Create an OS map of an area of the forest school using the stick frames. Create, find and read 4 and 6 figure grid references of the forest school site.	Orienteering	NA	Perspective. Look at the tree work of David Hockney and Gustav Klimt. Create perspectival images looking into the forest in drawings/photographs etc. Turn into paintings on canvas.	Create a bridge to go over the ravine suitable for the trains to cross.	Photography using ipads to provide stimulation for art topic. Take pictures of the perspective, the bark on the trees, the leaves - the colours.

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Spring Term

	English	Maths	Science	History	Geography	P.E	Music	Art	DT	ICT
Y1			<p>Building dens and shelters for themselves and other animals.</p> <p>The Forest School will be used to enhance the children's knowledge of where food comes from.</p> <p>Children will plant within the Forest school.</p> <p>They will learn what food birds/animals can access within the Forest School.</p>							
Y2	Traditional tales Acting out stories 3 little pigs, 3 Billy Goats Gruff	Directional and positional language symmetry	Materials Natural and man made material Sorting of, using them		Using maps Directions Compass points		Performance poetry. Could use amphitheatre to perform			Using iPads, cameras Use forest school for background to iMovie's.
Y3	Write descriptive winter poems. Write a set of instructions on how to make a Stone Age School.	Problem solving linked to Stone Age topic - problems located around the forest school	Studying plants	Children to create mini settlements and shelters using natural materials. Children will learn a clove hitch and square lashing knot to join parts together.	How to use environmental clues to track animals within the forest environment.			Children to use natural materials (berries, leaves, mud etc...) to create cave art.	Use of natural objects to add to their fabric.	Record part of their 'Imovie' about the Stone Age in the forest school.

Y4	Explore forest school environment. Describe using adjectives, similes and metaphors. Each child/ group to write a fantastic sentence to contribute to class poem.	Creating co-ordinates and positions within forest school and creating their own treasure hunt.	States of matter/ water cycle. Using fire pit to heat water and discuss scientific processes.		Looking at water and land use within forest school. How these areas affect environment/ habitats etc...		Creating an instrument that sounds like rain/ water etc..	Observational drawing of Forest School. Children to create a 'snapshot' of an area within environment. Look at use of colours, shapes etc...	Using fire pit to 'cook' kebab created with different ingredients from various areas of Europe.	
Y5-	Amphitheatre - Greek myths play scripts or Ancient Olympic play script.	Reflection and translation. Angles in the forest- on a straight line (180°) and in a full turn (360°)	Use outdoor space to create documentary about how night and day are created, phases of the moon, seasons..	Ancient Greeks city states.	Link to architecture/ shelters- allow ch to explore the physical features and functionality of a range of shelters. Why are certain materials used? - progression from Autumn term - evaluating structures.	Perform Olympic Opening Ceremony. Make Laurel Wreaths for Olympic ceremony.	Learn about music used to describe a "rocket lift off" sequence, listening for its musical features and performing this as part of a group piece with an awareness of dynamics, using natural materials in the forest school.		Food distribution - import, export & trade.	
Y6	Mayan adventure - base it in a forest - trial it out in the forest.	Ratio and proportion - linked to hot chocolate and marshmallow ingredients. Measure - build a pyramid Area and perimeter or pyramid - shapes needed.	Living things and their habitats Classify animal types living in the forest - mammal, bird, fish?, amphibians - invertebrates. Compare with the animals in the rainforest and desert biomes of Mexico.	How did the Mayans live. Create a mini settlement in the forest. Create a 'jungle setting'. Investigate living, cooking, farming and hierarchy in the mini settlement.	Rainforest biomes. Set up a jungle biome.	Fitness in the forest Mayan dance - created to be seen in a forest clearing.	Cyclic patterns created with natural objects.	Create Mayan face sticks for decoration in the oral story telling area. Use whittling techniques to create a mystical face in the trees out of wood. Decorate with leaves, moss etc.	Make real hot chocolate and marshmallows to cook over the fire.	Use photographs from Mayan adventure to upload into an adventure game.

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Summer Term

	English	Maths	Science	History	Geography	P.E	Music	Art	DT	ICT
Y1	The Forest School will be used to enhance the children's story telling skills: performing and re-enacting the Elmer stories.							The Forest School will be used to enhance the children's kite making skills: Use of natural materials Using the space to make/test / fly kites.		
Y2	Linked to Julia Donaldson Acting out Gruffalo story Creating a trail for Y1	What shapes can we find in our environment?	Identifying plants Fruit trees - draw them, label them Tree identification	Re-enact what Hartlepool was like a long time ago. Finding fact that describe what it is like.	Maps - create a map of the forest school How can we improve our local environment?			Natural sculptures in the design of Andy Goldsworthy Observational drawings of plants	Looking at the different fruit trees.	
Y3	Make volcanoes outdoors and write explanation on how a volcano works	Outdoor Adventure - Orienteering Angles and turns Directions (P.E. link)	Investigate rocks and soils outdoors	Look at tools for farming in the Iron Age and compare to forest school tools we use now.	Make volcanoes outdoors and write instructions on how to make those volcanoes (Literacy Link)	Outdoor Adventure - Orienteering Angles and turns Directions (Maths link)	Sing folk songs around a camp fire (Link to DT)	Clay modelling outdoors on sculpture wall	Food Technology - Food hygiene and safety Cooking around the campfire (Link to music)	Video camping experience to make a persuasive video about why camping is beneficial. (Literacy Link Persuasive writing)
Y4	Drama - Children to recreate the attack of the mythical creature on the forest school.	Identifying different quadrilaterals and triangles within environment.	Looking a different wind chimes. Hanging them in different areas, having different sizes and explore ring how these affect sound produced.	Roman Culture/ Life - have a Roman Day. Children to live like Romans, eat food, cook outside, lower class in hobbit holes, higher class in eco classroom (running water) and some to be servants etc...				Children to create body positions and create outlines using materials. Creating different modelling materials using mud, pond floor etc..	Use tools and Forest school equipment to saw pieces ready for Jinx modelling.	Link to history - webpage of Roman Day.

Y5	Write a descriptive poem about the forest school- take photos to remind them.	Measurement- measure different objects and items within the forest school- order these in terms of size/weight. Convert from different units of measurement. Create a table of information to show the data collected from the forest school- different types of trees/plants/animals/e tc.	Looking at the plants in the forest school- creating a life cycle for their chosen plant. Collecting flowers and naming the parts of a flower. Farming of frog spawn.	Re-enactment of the Napoleonic war. Slave trade- create a freeze frame of a scenario in the forest school.	Fieldwork & geographical skills within the forest school- can they create a map of the forest school and write instructions using grid references and a compass to locate buried treasure.	Orienteering in the forest school. Chn to create their own orienteering activity using the forest school.	Perform their sea shanty in the auditorium. Record the sounds from the forest school to use within their shanty.	Use the natural materials to create artwork portraying slave trade. Discuss the colours within the forest school and what effect these have on your feelings and emotions. Create an emotion colour wheel based on their experience inside.	Create their mock of a boat structure using wood/twigs and other forest school materials to bind them. Evaluating boats in DT - do they float and move easily through water? Link to science - water resistance when floating on water.	Sending codes to each other from different sides of the forest school. How can you get a message from one side to the other without using voices?
Y6	Persuasive writing about the activity village.	Timetables of activities for activity village. Measuring time in heart investigations. Spending and money work linked to activity village.	Healthy lifestyles Learn about food that can be harvested from a forest. Food that is sustainable - grow your own fruit and veg patch. Heart - link functions of the heart with playing games in the forest which raise the heart rate. Micro-organisms - fungi	Learn about outdoors holidays. Set up a company to 'sell' outdoors holidays to the forest school. Design activities to do. Timetables to follow. Shelters to live in.	Learn about physical features - ravines, hills etc.	Outdoor adventure - team building skills. Set up Robinwood type activities - crate challenge, cross the river with a limited amount of equipment, get the bucket over the tree etc.	NA	Create an outdoor art gallery from work created in class. Observational drawings of sporting activities - take photographs of activities in forest	Camp and create a meal. Create shelters Build and light fires. Cook a healthy meal over a fire.	Create a website of the Holiday activity village set up as part of history.

