

 <p>PRIMARY PATHWAY 1</p>	<p>GEOGRAPHY</p>	<p>Curriculum Focus</p>	<p>Unit Number</p>	<p>Context</p>
		<p>The World Around Us</p>	<p>A3</p>	<p>The Weather</p>
<p>Unit Overview</p>	<p>Key Vocabulary</p>	<p>Key Assessment Points</p>		
<p>This unit explores skills to cover the scope of Progress Points 4 to 7.</p> <p>Plan some exciting nature journeys to a Woodland Classroom. Explore wild environments and make your own nature art, journey sticks and fairy houses. Use the forest as your classroom, make up your own games and learn how to build a fire. Will you be crowned king or queen of the forest?</p>	<p>Nature Environment Trails Physical features</p>	<ul style="list-style-type: none"> • To explore artefacts and materials • To be able to explore cause and effect objects, wait for a response and repeat. • To show awareness (through gestures, signs, symbols or words) of specific places in the area such as natural and handmade • Pupils explore the differences between the physical/natural and human/made features of places • To explore the local countryside as a natural environment and the local shopping centre as a human made environment, identifying 1 difference. • To recognise whether the temperature is hot or cold and what clothes to wear accordingly. • To sort and classify objects in to categories, choosing own criteria. • Pupils communicate their preferences about the physical/natural and human/made features of places • To show an awareness of their role in caring for their own environment • To explore the local countryside as a natural environment and the local shopping centre as a human made environment, identifying 3 differences. • To begin to experience the different climates through role play and OOR. • To be able to explore cause and effect objects, wait for a response and repeat. 		

SMSC Links	Resources	Suggested Activities
<p>Social: The opportunity to use a range of social skills to participate in the local community and beyond; appreciate diverse viewpoints; participate, volunteer and cooperate; resolve conflict.</p>		
<p>Books / References / Web-links</p>		
<p>Ideas for other woodland classroom activities from woodlandtrust.org.uk</p> <p>Information about Forest School training and courses all over the UK from forestschools.com</p> <p>Ideas on how to develop your woodland classroom site from forestschools.wordpress.com</p> <p>Journey sticks from runwildmychild.com</p> <p>Animal tracking sheet from woodlandtrust.org.uk</p> <p>Matching the tracks game from woodlandtrust.org.uk</p> <p>Step by step instructions on how to track animals from rspb.org.uk</p> <p>Instructions on how to make leaf animals from woodlandtrust.org.uk</p> <p>Fairy house examples and instructions on how to make large and small fairy houses from educatingheartnatureart.com</p> <p>Examples of fairy houses from educatingheartnatureart.com</p>	<ul style="list-style-type: none"> • Sticks • Bowls • Mud • Paint, paper and crayons • Glitter • Hanging stars • A stick that has already been whittled into a magic wand • Small branch • <i>We're Going on a Bear Hunt</i> story • Googly eyes • Magnifying glasses for tracking • Plastic carrier bags • Small world fairies • Camera • String (enough for each group to tie a knot) • Twigs • Branches • Rocks • Camera 	<ul style="list-style-type: none"> • This unit depends on your ability to use a woodland area adapt for your class as necessary. • Experience a woodland classroom environment and learn how to keep safe in a forest. • Know how to keep safe in a forest. • Know how to find base camp. • Make journey sticks and talk about objects collected. • Experiment with different ways of moving. Jumping off objects and landing appropriately. • Go on a bear hunt and make a note of the different features of a forest. • Make up magic spells. • Make a magic mud painting of the forest. • Name forest animals. • Search for evidence of forest animals. • Make leaf animals pictures. • Travel through the forest, working as a team to build a fairy house. • Build a mini house for a fairy. • Work collaboratively and evaluate each other's work. • Move around an area safely and with purpose. • Learn the components of the fire triangle. • Cook your own marshmallow. • Think about time in Woodland Classroom. • To create a forest scene on the placing app using Purple Mash. • To sort forest objects from other man-made environment objects.

Visual References (Diagrams, maps, examples)

