

OUTDOOR LEARNING FOR KEY STAGE 2 LED ACTIVITIES

For Key Stage 2, activities encourage pupils to use their own initiative and build confidence. The curriculum-based activities incorporate outdoor exploration and games which encourage pupils in team work and creativity.



Reliving Romans

Visit Painshill's Roman Mausoleum, Bath House ruins and Roman-inspired Crystal Grotto. Pupils build their own model temple or coliseum, design a god or goddess mosaic, dress in Roman tunics and discover what life was like in the Roman Legion

Greek Myths & Legends

Pupils think creatively to escape the Minotaur in the Labyrinth and work together to stop Jason stealing the Golden Fleece. Encounter Greek heroes, gods and monsters at the Trojan tent, temples and Amphitheatre.



River Explorers

Pupils visit the Waterwheel on the River Mole and conduct experiments on the flow of the river. Pupils work in teams to create their own mini river using natural materials to build the banks and create geographical features.

Navigation Challenges

Pupils test their map reading skills with games and fun geography challenges. Activities include 3D map-making, compass games and a blindfold disorientation challenge.



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Living Things & Habitats

Search Painshill's diverse habitats for land and water invertebrates. Discover ecosystems, food chains, adaptation and life cycles. This learning activity involves identification and analysis.

Plant Explorers

Discover plant anatomy and seed dispersal with experiments, measuring and recording, observation and games. Starting out as seeds, pupils take a plant's life journey by visiting our ancient Cork Oak and Great Cedar. This activity is adapted for each season.



Den Building

Pupils use natural materials to build and weatherproof their dens before a final camp inspection and waterproof testing. Den Building can be adapted for different projects, for example, roundhouse settlements, historic dwellings or survival shelters.

Dragon Quest

Set out on a mysterious quest to discover the very last Dragon's egg and save this magical species from extinction. Working in teams, pupils must follow the Dragon Guide through the fiendish traps and challenges laid by the Dragon Hunters.



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Wild Weather

Come and experience the weather in the great outdoors here at Painshill. With practical games and activities to explore climate and weather cycles and exciting experiments. We will look into weather systems, rain cycles, explore different micro-climates and engage with climate change..

Viking Vs Saxons

Travel back in time in this historic landscape on the boundary of the Danelaw between the Saxons and Vikings. Get hands on with ancient crafts, spinning and weaving real sheep fleece, visit the Ruined Abbey to investigate Viking raids before joining a Viking shield wall. Escape to the shelter to cook Saxon cakes on an open fire...just don't burn them like King Alfred



Explorers

Painshill is the perfect place to find out about explorers, investigating how our collection of plants and trees made its way here from around the world and find out about the explorers from those far flung places. Discover how people travelled as they explored many years ago, including crossing the Atlantic and First Nation tribes of North America. Become Pocahontas or Sherpa Tenzing Norgay to investigate the important role of indigenous peoples to expeditions. After exploring Painshill make your own natural map and tell the world (well your class) about what you have discovered.



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Pirate Challenges

Working together as a crew, pupils undertake swashbuckling challenges including peg-leg races, sea-monster making and the eye-patch blindfold trail. Pupils follow clues to find the buried treasure.



A Day in the Stone Age

Travel back in time to experience a day in the Stone Age.

Forage for tasty herbs, gather ancient medicines and track wild beasts through Painshill's open grassland and wild woods. Use prehistoric hunting techniques with our catch a mammoth game before taking the spoils of the hunt (marshmallows!) back to camp to roast over the fire while banging out a Stone Age song on homemade instruments. Use the charcoal from the fire, along with chalk, clay and natural colours to make a spirit animal mask.



Enquire on our website today at www.painshill.co.uk/education, by emailing education@painshill.co.uk or by calling 01932 868113