

Dormouse Detectives



Length of session:

4 hours

Most suitable for:

KS1

National curriculum links

KS1: Science Sc2 1(b), 1(c),

2(b), 4(b), 5(a), 5(b), 5(c)

Sc3 1(b),

Summary

Dormice are an endangered species. During their visit the Dormouse Detectives will spend time with Dinky and Doris the dormice in their natural environment and will discover where they live, what they eat and what we can do to help them. The detectives' mission is to help to find solutions to the problems dormice have with finding enough to eat and suitable places to nest.

Learning across the curriculum

Listening skills

Taking responsibility

Working in a team

Physical exercise



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Length of session:
5 hours
Most suitable for:
KS2

Summary

Experience life as a bird!

Learners will become birds as they learn alarm calls and mating dances. As birds they will select the best beaks and camouflage to suit their environment.

Learners will build nests, make bird feeders to take home and use the Earth's magnetic field to successfully find their way from summer nest to winter site.

National curriculum links

KS2: Physical education 5(f),
6(a)
Music 1 (C)
Science SC2 1(a), 1(C)

Learning across the curriculum

Listening skills
Expressing opinions
Working to a deadline
Working in a team
Physical exercise



Glen the Goblin



Length of session:
4 hours
Most suitable for:
KS1

Summary

Learners are introduced to Glen the Goblin through an interactive story based in Goblin Combe woods.

Working as a team they will help Glen by collecting and sorting objects, building a shelter, following clues and putting together a delicious 'meal' of minibeasts, leaves and mud.

Learning across the curriculum

Listening skills
Taking responsibility
Expressing opinions
Working in a team
Physical exercise



National curriculum links

KS1: English 2(a), 2(b), 2(c), 2(d), 2(e)
Science, 5(a),
Geography, 2(c),
Design technology, 1(a), 1(b), 1(c), 1(d), 3(a), 3(b)

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Summary

Learners take an interactive walk through history as they take on the persona of a Celt living in the onsite Iron Age fort.

Learners will embrace the Celtic culture through dress, making weapons and jewellery and, if desired, spiking their hair and painting their faces.

Just as the Celts millennia before, they will build a fire on which to cook bread and nettle tea whilst listening to stories and singing songs.

But all is about to change as the Romans invade- what will happen to our young Celts' way of life?

Length of session:
5 hours
Most suitable for:
KS2



National curriculum links

KS2: British history

Learning across the curriculum

Managing risk
Being creative
Working in a team
Physical exercise

Go Bananas!

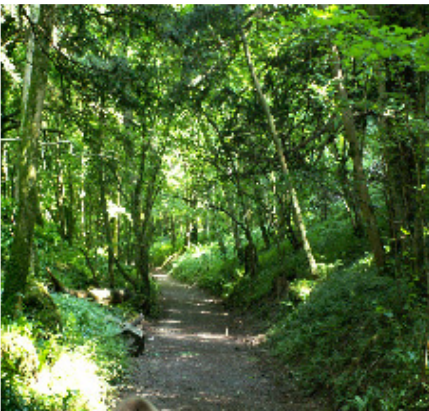


Length of session:
4 hours
Most suitable for:
KS1



Summary

A fun, fast paced session that caters for young people's love of sitting around a fire, singing silly songs, playing games and eating chocolate!



National curriculum links

KS1: Music 1(a), 1(c), 4(a)
Design technology 2(f), 5(a)

Learning across the curriculum

Managing risk
Taking part
Listening skills
Physical exercise

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Length of session:

5 hours

Most suitable for:

Year six and seven learners, particularly those who may find the transition to secondary school a challenge.

Summary

A short course specifically designed for those making the transition from primary to secondary school.

Learners work in teams to complete challenges which are designed to improve communication and increase self confidence and self esteem.



National curriculum links

KS2: English En1 3(a), 3(b), 3(c), 3(d), 3(e), 3(f)
Physical education 11(a), 11(b), 11(c)

Learning across the curriculum

Taking part
Expressing opinions
Taking responsibility
Working as a team
Solving problems



Length of session:
4 hours
Most suitable for:
KS1/ KS2

Summary

Learners will take part in a wide range of unusual arts and crafts activities using primarily natural materials. Whilst exploring their outdoor space they will discover the wealth of colours and textures that the natural world has to offer as well as the properties of natural resources.



National curriculum links

KS2: Art and design 1(b), 5(b), 5(c)
Design technology 2(c)

Learning across the curriculum

Working as a team
Expressing opinions
Being creative





Summary

Working as woodland investigators learners explore the many habitats found in Goblin Combe. They will identify trees and learn to estimate their age and height using simple but effective methods. They will explore the undergrowth identifying minibeasts and will consider how they have adapted to their environment.

Taking on the persona of an ant learners will work in groups to defend their nest whilst attacking rivals and gathering food.

To conclude the session learners will form a committee to decide on the future of Goblin Combe. Will it be a nature reserve, a theme park a shopping mall... the choice is theirs.

National curriculum links

KS2: Science Sc2 1(b), 1(c), 3(a), 3(b), 3(c), 4(a), 4(b), 4(c), 5(b), 5(c), 5(e)

English En1 1(a), 1(b), 1(c), 1(d), 2(b), 3(a), 3(b), 3(c), 3(d) 3(e), 3(f)

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Length of session:
5 hours
Most suitable for:
KS2



Learning across the curriculum

Working as a team
Expressing opinions
Physical exercise



Length of session:
1.5 hours
Most suitable for:
KS1 / KS2

Summary

Wildlife is all around us. During this workshop learners will consider the different habitats in their school grounds, survey the wildlife present and will create a list of ways to attract more wildlife. They will help to improve their school grounds by taking part in one of the following activities:

- Creating a habitat pile for minibeasts
- Making paper plant pots and planting wildflower seeds
- Making simple hanging bird feeders.



National curriculum links

KS2: Science Sc2 1(a), 1(c), 3(a), 4(a), 4(b), 4(c)

Learning across the curriculum

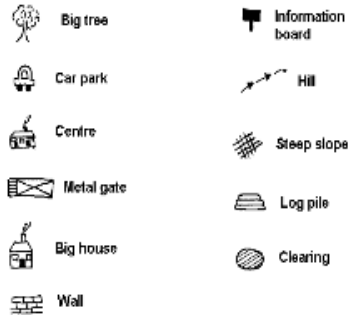
Listening skills
Following instructions
Working as a team

Length of session:
4 hours
Most suitable for:
KS1



Summary

Acting as explorers, teams of children will follow a mysterious partly drawn map in order to explore previously 'uncharted' areas of the woodlands. They will get to know their own area of the woods which they will use as a stimulus for creative activities including making 3D maps using natural resources and writing poetry inspired by nature.



National curriculum links

English En1 1(b), 1(d), 2(a),
2(b), 2(c), 2(d), 2(f), 3(a), 3(b)
En3 1(a)

Geography 1(b), 2(b), 2(c), 7(b)

Art and design 1(a), 2(a), 2(c)

Learning across the curriculum

Listening skills
Following instructions
Working as a team
Being creative

Wilderness Challenge



Length of session:

5 hours

Most suitable for:

KS2



Summary

Learners embark upon an expedition into the wilderness. During this action packed five hour session learners;

- Take part in team games
- Learn how to build a fire without the use of matches
- Make shelters using only materials found in the woodland
- Cook a favourite campfire pudding to accompany their packed lunch.



National curriculum links

KS2: Design technology 1(c), 2(b), 2(f), 3(a)
Science Sc3 2(g)
Physical education 5(f), 11(a), 11(b), 11(c)
English En1 3(a), 3(b), 3(c), 3(d), 3(e), 3(f)

Learning across the curriculum

Managing risk
Following instructions
Working as a team

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Why not extend your visit with a stay in our Lodge- the perfect setting for a residential.



All visiting groups have **exclusive use** of the facility which is set within a beautiful 8 acre site overlooking the Severn estuary. It comprises a cottage providing a fully equipped kitchen (*a catered option is available*), eating area, lounge and open fire, an 18' Mongolian yurt, a large meadow which you are welcome to camp in, wooded areas and two outdoor campfire areas.



The Lodge boasts 10 comfortable bedrooms, laid out over two floors, providing accommodation for 38 people, modern bathroom facilities and full disabled access.

Low occupancy and off season rates are available.

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