

Typical Programmes for Day Visits at the New Forest Study Centre

1) Key Stage 1 (c.5-7yrs old)

Theme – animal senses and adaptations

- 10.00 Children arrive, short **introduction to animal senses in the classroom** using stuffed animals.
- 10.20 Use toilets.
- 10.30 **Mole walk** – using mole masks, children find their way along a rope tied around a small area of trees.
- 10.50 **Squirrel run** – children practice balancing along a branch sunk into the ground.
- 11.10 **Badger sniff** – a number of pots containing different food flavourings are placed around a clearing in the woods. Groups have to identify pots containing a particular smell.
- 11.30 **Rabbit tunnel** – children crawl through a tunnel and pretend to be Escaping from a predatory stoat.
- 11.50 Use toilets, wash hands
- 12.00 **Lunch (in classrooms or outside on benches depending on weather)**
- 12.30 **Woolly worms** – game to illustrate camouflage
- 12.45 **Colour palettes** – collect as many examples of different colours as Possible from nature and stick them to a palette shaped card.
- 13.00 **Bee game** – learn about nectar collection and pollination
- 13.20 **Snake squirm** – children form a snake by joining hands and have to Find their way through a series of branches without wobbling them.
- 13.40 Use toilets, collect bags.
- 14.00 **Depart.**

2) Key stage 2 (c.8-11 yrs old)

Theme – habitats

- 10.00 Children arrive, put bags in classroom and use toilets
- 10.20 **Pond dipping** at middle pond. A study of pond invertebrates and the Use of animals as indicators of pollution.
- 11.30 **Tree passports** – a study of an individual tree, its characteristics and Uses.
- 11.50 Use toilets, wash hands
- 12.00 **Lunch (in classrooms or outside on benches depending on weather)**
- 12.30 **Introduction to orienteering** in classroom
- 13.00 **Habitat orienteering in woods**
- 13.45 Back in the classroom to go through answers
- 14.00 Use toilets, collect bags
- 14.15 **Depart**