

Marsden Park Forest School Marsden Old Hall Walton Lane Nelson BB9 8BW

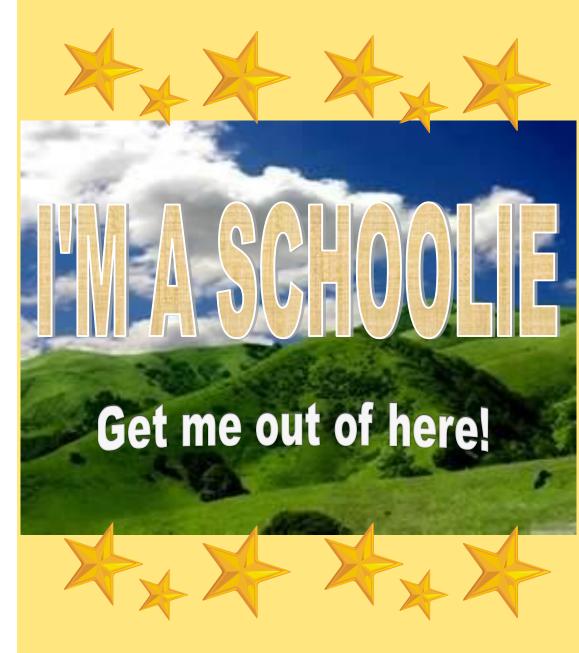
Tel: 01282 613437

In collaboration with:









Marsden Park Forest School



Group A

Time	Activity				
9.15am	Start of day—Split into Group A & Group B				
9.15am - 9.30am	Debrief : -Housekeeping in the meeting area -Happy bag -Medicines -Mobile phones -Toilet facilities				
9.30am - 9.45am	'Suited and Booted'				
9.45am -10.30am	Welcome game 1,2,3 Where are You? Rope game				
10.30am-10.45am	Snack				
10.45am-11.30am	Island game				
11.30am-12.00pm	Back to base - outdoor clothing off, resources cleared away and tools cleaned etc.				
12.00pm-12.30pm	Lunch				
12.30pm-12.45pm	Debrief (as before)				
12.45pm-1.00pm	'Suited and Booted'				
1.00pm - 1.45pm	Games: Bush tucker trail Drum creeper				
1.45pm -2.00pm	Snack				
2.00pm -2.45pm	Activities & games Rope game Team challenge				
2.45pm -3.00pm	Review of the day.				
3.00pm	End of day. Back to base.				

The role of the Teachers/Practitioners in supporting the Forest School Leaders

- 1) Ensuring all paperwork has been completed prior to the session
- Supervising the children and ensuring child: adult ratios are adhered to at all times (please note Forest School Leaders are not counted in ratios)
- 3) To be fully involved and motivated in the Forest School activities, sometimes leading an activity under the guidance of the Forest School Leaders
- 4) To have a positive attitude and be a good role model
- 5) To manage any behavioural issues
- 6) To be aware of your own and the children's health and safety

To advise the Forest School Leaders of:

- 1) Any children's health needs and allergies
- 2) Any accidents that happen during the session



ACTIVITY	FOREST SCHOOL LINKS	EARLY YEARS FOUNDATION STAGE	NATIONAL CURRICULUM
Drum creeping and bush tucker trial	Developing listening skills and listening to environmental sounds. Promoting close observation and concentration. Promoting trust and honesty.	Communication and Language- Speaking, Listening and Attention. Personal, Social and Emotional Development- Making Relationships. Expressive Arts and Design- Exploring and using Media and Materials. Expressive Arts and Design- Being Imaginative.	Art and Design–Exploring and developing Ideas Personal, Social and Health Education–Developing confidence and responsibility and making the most of their abilities.



Group B

Time	Activity				
9.15am	Start of day—Split in to Group A & Group B				
9.15am - 9.30am	'Suited and Booted'				
9.30am - 9.45am	Debrief : -Housekeeping in the meeting area -Happy bag -Medicines -Mobile phones -Toilet facilities				
9.45am -10.30am	Island game				
10.30am-10.45am	Snack				
10.45am–11.30am	Welcome game 1,2,3 Where are You? Rope game				
11.30am-12.00pm	Back to base - outdoor clothing off, resources cleared away and tools cleaned etc.				
12.00pm-12.30pm	Lunch				
12.30pm-12.45pm	'Suited and Booted'				
12.45pm-1.00pm	Debrief (as before)				
1.00pm - 1.45pm	Activities & Games: Rope game Team challenge				
1.45pm -2.00pm	Snack				
2.00pm -2.45pm	Games: Bush tucker trail Drum creeper				
2.45pm -3.00pm	Review of the day.				
3.00pm	End of day. Back to base.				

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1, 2, 3 Where are You?	Encouraging children to be able to define boundaries within their working area, and to become familiar with "our space". To learn how to be safe in the woods.	Personal ,Social and Emotional Development — Managing Feelings and Behaviour. Communication and Language— Listening and Attention. Physical Development - Health and Selfcare.	Personal, Social and Health Education - Preparing to play an active role as a citizen. Physical Education - selecting and applying skills, tactics and compositional ideas.	Island Game	To use natural materials to create own art work. To learn about different ways of writing and representing messages. To work together in groups.	Expressive Arts and Design– Exploring and using Media and Materials. Expressive Arts and Design– Being Imaginative.	Personal, Social and Health Education—Developing confidence and responsibility and making the most of abilities. Physical Education—Selecting and applying skills, tactics and compositional ideas. Art and Design—Exploring and developing ideas.

