Forest School 2HR

Autumn Term 2018

Week 1
The Garden

Activity 1 - Science

How do we know if something is alive?

We learnt that living things have life processes. They need food, water and air to stay alive. They can sense changes in the environment. They can move, grow and reproduce.

We sorted pictures based on whether they were alive, dead or had never been alive. Then we searched in the garden for examples of things that were alive, dead or had never been alive.



Activity 2 – Science

What is the difference between natural and man-made materials?

We learnt that natural materials are naturally found around us. We may have to dig them out of the ground, grow them or take them from living things. We learnt that man-made materials are changed by chemical processes by 'man'. We sorted images of natural and man-made materials and then we searched in the garden for items that we could identify as natural or man-made.





Activity 3 – Topic

Why are toys made from different materials?

We discussed the properties of the materials wood, plastic, metal and fabric. We learnt that different materials are suitable for different purposes. For example a metal teddy bear wouldn't be very cuddly!



Activity 3 – Topic & Questioning

What do you want to find out about toys?

The children came up with a range of questions about things they wanted to know about toys. They enjoyed using the iPads to try and find the answers to their questions.

Our Questions were...

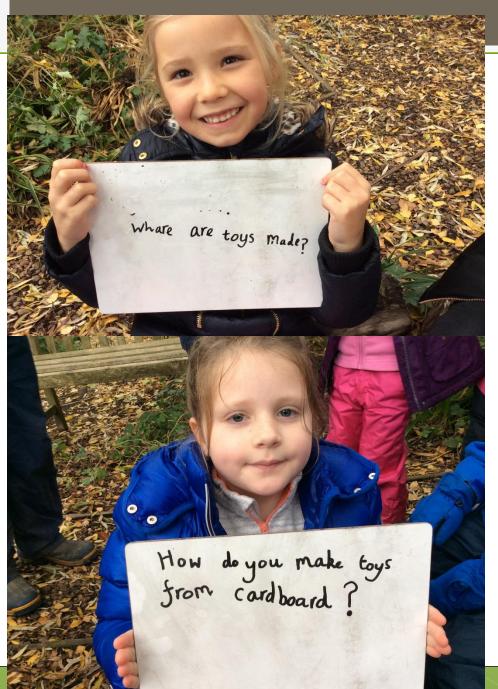
What are old toys made of?

Where are toys made?

Is a metal car waterproof?

How do you make toys from cardboard?





Activity 4 – Art/D&T

How can we make art using nature?

We were inspired by Andy Goldsworthy to create some art using natural materials. We used tools to carefully cut the willow and create willow sculptures to display in the garden.







In the Afternoon...

We painted flowers on pebbles and made pictures using the fallen Autumn leaves. We used different coloured leaves to make animals or pictures of

bonfires.

