## Outdoor Learning spiral curriculum overview

**Petting Farm** – Create a shelter for rabbits. Follow instruction to clean animals with greater Independence. Feeding – Food cycles, feeding petting farm animals. Health/Handling – recognise hazards and grooming risks. Life cycles of a chick.

## Phase

Blue

**Forest School -** Build, light and maintain a fire. Further develop use of tools in wood and crafting. Use natural materials to create art. Know some techniques to create a shelter. Identify some plants, know what they are used for. Identify some animals – recognise some signs of wildlife.

**Wellies to Bellies/Plants to plates** – Learn about plant life cycle. Learn about when to plant different seeds/bulbs and what they need to make them grow. Look after plants to plates area.

**Petting Farm** – Cleaning out animals – adult led. Feeding – understand animals and humans need food to live. Health/handling – experience stroking – talk about exercise. Life cycle of a frog.

## Phase

Yellow

**Forest School -** Know what you need to make heat from a fire. Develop use of tools in wood crafting. Explore texture, colour, shape and pattern in nature. Explore techniques in building dens. Name some plants and animals.

Wellies to Bellies/Plants to plates – Name some fruit and vegetables. Identify what plants need to grow. Explore plant life cycle. Plant seed in class and grow.

Petting Farm – Housing - visit pet shop. Feeding – begin to understand animals and

Red

humans need food to survive. Health/handling – experience stroking and give treats. Characteristics – look and touch animals, discuss fur/feathers.

Phase Forest School – Experience heat from fire. To use simple tools e.g. magnifying glass to explore. Explore natural materials including wood and clay. Explore dens and shelters. Explore different colours and textures in flora.

Wellies to Bellies/Plants to plates – Explore different fruits and vegetables. Visit plants to plates area. Using senses to explore different plants. Visit garden centre.

