

Year	TERM 1	TERM 2	TERM 3			
<p>Y1</p>	<p>Science - MATERIALS - Compare the physical properties and textures of natural materials found at forest school (FS), focus on building up vocabulary to describe them (eg. Moss is spongy, leaves are smooth)</p> <p>Art - DRAWING - Mark making with natural materials including charcoal and wax crayons. Discuss artists who use natural materials including Anthony Goldsworthy's leaf mosaics</p>	<p>History and Geography - OUR SCHOOL AND LOCAL AREA - Discuss local flora and fauna. What can we do to conserve and preserve our local area? And the Forest School space? Pond maintenance.</p> <p>Science - SEASONAL CHANGE - Experience and discuss the changes in autumn in the FS space. What happens to the trees? What do woodland animals do in the autumn?</p>	<p>Art and Design - COLLAGE - Discuss what cold colours and warm colours are and where we can see them in the FS space, in nature.</p> <p>Science - ANIMALS AND HUMANS - Learn about the animals we find in the woodland, separating them into carnivores, herbivores and omnivores, and discussing the difference between amphibians and reptiles.</p>	<p>Art and design - PRINTING - Printing with leaves and potatoes to build up patterns and pictures. Look at the overall effect of repeated shapes.</p> <p>Science - SEASONAL CHANGE - Experience and discuss the changes in autumn in the FS space. What happens to the trees? What do woodland animals do in the winter? Build clay nests for birds.</p>	<p>History and Geography - TRAVEL AND TRANSPORT - Study the shape of insects and birds, and discuss how their design is conducive to flight. Use natural objects to create rafts to float on pond.</p> <p>Science - PLANTS - Plant sunflower seeds, monitor how it grows.</p>	<p>Art and design - 3D -Create 3D sculptures using clay inspired by natural world, and using natural materials.</p> <p>Science - (at Hill Cottage Woods) - SEASONAL CHANGE -Experience and discuss the changes in summer in the FS space. What happens to the trees?</p>
<p>Y2</p>	<p>Art and Design - DRAWING - use charcoal and chalk, both natural materials found at FS site to do mark making.</p> <p>History and Geography - GREAT FIRE OF LONDON - observe and learn how to make a small campfire. Explain dangers of fire, and the components of the fire triangle.</p> <p>Science - HABITATS - Discuss the living creatures in FS space and their habitat</p>	<p>Art and Design - PAINTING - Discuss what cold colours and warm colours are and where we can see them in the FS space, in nature.</p> <p>Science - EVERYDAY MATERIALS - Compare the physical properties and textures of natural materials found at forest school. Experimentation with mud and manipulating its solidity adding water etc.</p>	<p>History and Geography - NURTURING NURSES - discuss the role of everyday, common plants we can find around us in the evolution of medicine and food. Safe foraging. Try nettle tea.</p> <p>Science - ANIMALS AND HUMANS - discuss life cycles of insects and animals we find in the woodland. Look at food chains.</p>	<p>Art and design - PRINTING - Printing with leaves and potatoes to build up patterns and pictures. Look at the overall effect of repeated shapes.</p> <p>History and Geography - LET'S GO TO CHINA - Look at form of Chinese characters, learn about Chinese zodiac and try Chinese foods.</p>	<p>Art and design - TEXTILES - explore hapa zome, transferring plant dye on to fabrics. Also can try different methods of petal and leaf staining into fabric.</p> <p>Science - PLANTS - Plant sunflower seeds, monitor how it grows.</p>	<p>Art and design - 3D -Create 3D sculptures using clay inspired by natural world, and using natural materials.</p> <p>Science - (at Hill Cottage Woods) - BIODIVERSITY / MINIBEASTS - look at the biodiversity of insects we can find in the pond and woodland. Where do they all sit in the foodchain?</p>

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Y3	<p>Art and Design — DRAWING — use charcoal and chalk, both natural materials found at FS site to do basic mark making.</p> <p>History and Geography - STONE AGE TO IRON AGE - look at how early civilisations manipulated natural materials into everyday objects. Practice whittling sticks with potato peelers and sandpaper to make simple wands.</p> <p>Science - ROCKS - explore the composition of the soil in Forest School site. What kind of rocks can we find in it? Look at pH of soil. What does this tell us about what plants can grow here?</p>	<p>Art and Design - PAINTING - explore watercolour and see how it easy it is to change colours, and the effect of adding more water.</p> <p>Science - ANIMALS AND HUMANS - discuss life cycles of insects and animals we find in the woodland. Look at food chains.</p>	<p>Art and design - COLLAGE - Look at replicating repeated patterns through printing in the style of Matisse. Printing with leaves and potatoes to build up patterns and pictures. Look at the overall effect of repeated shapes.</p>	<p>History and Geography - LAND USE (LOCAL AREA) - Discuss local flora and fauna. What can we do to conserve and preserve our local area? And the Forest School space?</p> <p>Art and design - PRINTING - Printing with leaves and potatoes to build up patterns and pictures. Look at the overall effect of repeated shapes.</p>	<p>Science - PLANTS - Plant sunflower seeds, monitor how it grows.</p>	<p>Art and design - 3D -Create 3D sculptures using clay inspired by natural world, and using natural materials.</p> <p>Science - LIGHT - Discuss the importance of the sun and its role in helping plants to grow. Experience and discuss the changes in summer in the FS space.</p>
Y4	<p>Science - LIVING THINGS/ HABITAT - Discuss the living creatures in FS space and their habitat. Classify them into vertebrates and invertebrates.</p> <p>History and Geography - ANGLLO-SAXONS - look at how early civilisations manipulated natural materials into everyday objects. Practice whittling sticks with potato peelers and sandpaper to make simple wands.</p>	<p>Art - DRAWING -Mark making with natural materials including charcoal and wax crayons. Using leaves as a paintbrush.</p> <p>History and Geography ALL AROUND THE WORLD— Discuss local flora and fauna. What can we do to conserve and preserve our local area? And the Forest School space?</p>	<p>Science - STATES OF MATTER - explore the solids, liquids and gasses we can find in the Forest School space. Observe and learn how to make a small campfire. Explain the components of the fire triangle.</p>	<p>Science - SOUND - creating instruments and unique sounds using natural materials.</p>	<p>Science - ANIMALS AND HUMANS - discuss life cycles of insects and animals we find in the woodland. Look at food chains.</p> <p>Art and design - TEXTILES - explore hapa zome, transferring plant dye on to fabrics. Also can try different methods of petal and leaf staining into fabric.</p>	<p>History and geography - WATER - Look at life that lives in water / the pond. Use natural objects to create rafts to float on pond.</p> <p>Art and design - 3D -Create 3D sculptures using clay inspired by natural world, and using natural materials.</p>

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Y5	<p>Science - LIVING THINGS IN THEIR HABITAT - Discuss the living creatures in FS space and their habitat. Classify them into vertebrates and invertebrates.</p>	<p>Art - PAINTING - Make artwork using watercolours and wax crayons. Explore the effects of wax resist.</p> <p>Science - ANIMALS AND HUMANS - talk about the Maslow's hierarchy of needs. What do humans need to do to survive in nature?</p>	<p>Science - PROPERTIES AND CHANGES IN MATERIALS - how to manipulate natural materials into everyday objects, using whittling knives and potato peelers.</p> <p>Art and design - PRINTING - Printing with leaves and potatoes to build up patterns and pictures. Look at the overall effect of repeated shapes.</p>	<p>History and geography - SOMEWHERE TO SETTLE - continuation of what humans need to do to survive in the wild. How to build the perfect den using natural materials.</p>	<p>History and Geography - VIKINGS AND ANGLO-SAXONS - Look at the importance of fire and making campfires for the survival of humans in history. Learn and observe how to make a campfire. Simple campfire cooking.</p> <p>Science - EARTH - Discuss the importance of the sun and its role in helping plants to grow. Experience and discuss the changes in summer in the FS space.</p> <p>Art and design - INFLUENCE OF ARCHITECTURE - (<i>at Hill Cottage Woods</i>) Looking at natural architecture all around us in nature.</p>	<p>History and geography - ENOUGH FOR EVERYONE -Discuss local flora and fauna. What can we do to conserve and preserve our local area? And the Forest School space?</p> <p>Art and design - 3D -Create 3D sculptures using clay inspired by natural world, and using natural materials.</p>
Y6	<p>Science -LIVING THINGS IN THEIR HABITAT - Discuss the living creatures in FS space and their habitat. Classify them into vertebrates and invertebrates.</p> <p>Art and design - DRAWING - pencil drawing inspired by nature</p>	<p>Art and design - PRINTING - Printing with leaves and potatoes to build up patterns and pictures. Look at the overall effect of repeated shapes.</p> <p>Science - EVOLUTION & INHERITANCE - look at the results of evolution, eg. Study the shape of insects and birds, and discuss how their design is conducive to flight.</p>	<p>Science - LIGHT - Discuss the importance of the sun and its role in helping plants to grow. Experience and discuss the changes in summer in the FS space.</p>	<p>History and geography - RAGING RIVERS AND MAGNIFICENT MOUNTAINS - Look at life that lives in water / the pond. Use natural objects to create rafts to float on pond.</p> <p>Art - PAINTING - Mark making with natural materials including charcoal and wax crayons. Using leaves as a paintbrush.</p>	<p>History and geography - OUR CHANGING WORLD - Discuss local flora and fauna. What can we do to conserve and preserve our local area? And the Forest School space?</p> <p>Science - ANIMALS AND HUMANS - discuss life cycles of insects and animals we find in the woodland. Separate them into warm-blooded and cold-blooded animals.</p> <p>Art and design - ARCHITECTURE (<i>at Hill Cottage Woods</i>) Looking at natural architecture all around us in nature.</p>	<p>Art and design - 3D - Create 3D sculptures using clay inspired by natural world, and using natural materials.</p>

