



## Ashdown Forest Education Programme

### School visits

Below is a brief overview of our most popular sessions:

#### KS1

##### Winnie the Pooh

Explore the place where AA Milne set his famous bear stories. Find out about the plants and animals that were part of Pooh's adventures. Discover the lone pine, a sandy place for Roo and find some of Pooh's favourite places. Follow the stories, build a home for Eeyore, find his tail, select a tree for Owl to live in and join the search for Small.

##### Plants of the Ashdown Forest

What plants make the heathland of the Forest special and how do they survive the difficult conditions of this rare environment? Learn the bee dance, pollinate the flowers and find out why plants need bees. Create a journey card and compare the plants of the heathland to the woodland. Play games to help identify trees and tree parts. Get a bird's eye view of the trees with a mirror walk.



##### Animals and their homes

Using games and activities find out who lives on the Forest what they eat, where they hide and what secret signs they leave behind. Develop your animals senses to read the signs and follow some animal tracks and trails and even have a go at making your own. Go minibeast hunting in the woods or catch minibeasts in the grasses with sweep nets.

##### Seasonal explorer

Explore the Forest with sensory games and activities to find out what is happening in the season of your visit. Autumn: seeds and berries, autumn art, getting ready for winter. Winter: survival, identifying winter twigs, watching ways water moves through the landscape. Spring: tap the birch tree, look for signs of spring and new life. Summer: pollination and flower power - a great time to identify plants and find out more about who lives on, under and in them.

## **KS2**

### **Comparing habitats or habitat study**

Compare and contrast the woodland and heathland on the Forest. Using activities and games find out about each habitat's characteristics and adaptations of the plants and animals that live there. Use simple keys to identify species or work in small group to develop your own keys. Gain greater understanding of the feeding relationships, food chains and life cycles of some of our key heathland species. Use the knowledge gained to play a habitat game.

### **Stone Age**

Find out what it was like to live in the Stone Age. Use games to hone your hunting skills, learn how to track animals and gather food that could be eaten. Handle Stone Age artefacts that prove people hunted on the forest. Build a temporary shelter using found materials and find out about pre-historic domestic life in our replica mesolithic hut.



### **A Walk though time - a historical or geographical study of the Forest**

The way people used the Forest has changed over time. We will take a journey from Stone Age to Modern Day across the Forest with activities and drama games to understand its history. Maintaining this internationally important wildlife site for conservation draws on the historical land uses. Look at and discuss the challenges and conflicts facing management of the site today. Follow the route on maps and ariel photographs.

### **Rocks and soils**

Take a closer look at the underlying rocks of the Ashdown Forest. Find out about the different soils and how they affect the types of plants that grow here. Discover how the rocks and soils of the Forest dictated how it has been used by people over time. Hunt for iron in the rock and find out how this affects the streams that cross the site.

### **Adaptation and inheritance**

Evolution has enabled animals and plants to adapt to the habitat they live in. Compare the animals and plants of the heathland and woodland to see how each is adapted for their specific habitat. Play games and activities to help

explore the habitats and their different characteristics. Build your own species and discuss if its adaptations could lead to evolution over time.

### **Other subjects**

Schools have studied a variety of other subjects on the site such as streams, map work, environmental artists, explorers, team building, and forest school style sessions. We are also happy to come up with new programmes to meet your school needs and interests.

All our sessions are tailored to the needs of each school so please give us as much detail as you can of what you hope to achieve from your visit when booking.

### **Outreach sessions**

Use a free outreach session before or after your visit to consolidate learning or to enrich topic work for example:

- **A general introduction to the Forest** through a power point presentation - a brief look at the history, wildlife and/or management.
- **Local geography** - find out about the plants, animals and landscape of your local area, how the Ashdown Forest is looked after for conservation plan a route for your visit using maps. **Local history** Find out how the Ashdown Forest has changed over time and how people have impacted on the site since the Stone Age.
- **Science** - habitats, adaptations, plant identification, materials Look at adaptation through a fun, hands-on dressing up session and create a booklet about a chosen animal.
- **Art and design** - create an adder using wooden discs that the children cut and drill from wood cut as part of the management of the Forest,
- **English** - find out about the story setting for Winnie the pooh with a drama and activity session.

