## Outdoor Learning Long Term Plan



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Local Area Walk. Seasonal changes.	Frozen Ice Decorations	Bird Watching and making Bird Feeds	Planting a Sunflower	Forest Bathing in the woods and sound walks.	Barefoot Safari and making potions.
Year 1	<b>Dinosaurs</b> Dinosaur Footprints and nature bracelets.	<b>Victorian Toys</b> Tipi for Teddies.	Around the World Cloud Gazing.	<b>Africa</b> Life Cycle role play. Visit to the pond.	<b>Bedford Castle</b> Infant weaponry.	Wild and Wonderful Create a critter - Modelling and choos- ing a habitat.
Year 2	<b>Great Fire of London</b> Create a fire display (with autumn leaves).	<b>Frozen Planet</b> Winter walk / expedi- tion in the woods.	Victorian Schools Victorian children's games (in the woods!)	<b>G'Day Mate</b> Aboriginal dot painting on trees and leaves.	Superheroes Team Missions! Can they overcome the natural obstacle and save the hidden toy from the baddie?	<b>Beside the Seaside</b> A beach day (by the stream). Mud castles.
Year 3	Stone Age to Bronze Age Charcoal cave painting – mark making with DIY charcoal oil paint.	<b>The UK</b> Forced Perspectives linked to Art.	Ancient Egypt Models of the Nile – Can you grow grass in the floodplains?	Bedford compare to EU country Model of Bedford castle – will the defences hold?	<b>Iron Age and the Celts</b> Iron Age and Celtic Den making and settlements.	Rainforest Get to know our trees! Shapes, sur- face, scent and sound. Compare the woods and the rain- forest.
Year 4	<b>The Romans</b> Can you dig it? Archaeol- ogy.	<b>Extreme Earth</b> Create a musical Rain- storm. Weather predictions.	<b>Ancient Greeks</b> Mini Olympics / ob- stacle courses.	<b>India</b> Diwali Outdoors. Mind- fulness and Meditation	<b>Anglo-Saxons</b> Animal classification linked to Science.	<b>The Water Cycle</b> Make a water collec- tor. Water wheel investi- gation.
Year 5	<b>Vikings</b> Viking shield using natu- ral resources.	<b>Rivers</b> Use the stream to un- derstand the journey of a river.	<b>Tudors</b> Pen and Ink – Mak- ing quills	<b>Maps</b> Map our grounds. Compass treasure hunt.	<b>Age of Exploration</b> What floats your boat? Using natural resources.	<b>Americas</b> Tree faces - Take in- spiration from the Maya / Aztecs / Na- tive Americans.
Year 6	Crime and Punishment Crime scene creative writ- ing	Sustainability Climate Change Dodge- ball. Decomposition Rates game. Reduce, Reuse, Recycle, Relay. Greenhouse Effect	Industrial Revolu- tion Polar Expedition linked to Shackleton's Journey (English).	<b>Mountains</b> Expedition - OS Grid references and orienteer- ing.	<b>WW2</b> Make Anderson Shelters.	Transition Activities