

# OUTDOOR LEARNING FOR KEY STAGE 2

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For Key Stage 2, activities encourage pupils to use their own initiative and build confidence. The curriculum-based activities incorporate outdoor exploration and games which encourage pupils in team work and creativity.

Activities will be tailored to our school group and the weather but can include...



## **Navigation Challenges**

Pupils test their map reading skills with games and fun geography challenges. Activities include 3D map-making, compass games and a blindfold disorientation challenge.



## **River Explorers**

Pupils visit the Waterwheel on the River Mole and conduct experiments on the flow of the river. Pupils work in teams to create their own mini river using natural materials to build the banks and create geographical features.



### **Science and Technology**

Pupils become engineers for the day, experimenting with pressure, friction, forces and motion of the Painshill Waterwheel. Using gears, cogs, pumps and models, pupils investigate why the wheel has stopped turning. The objective is to get the wheel in motion.



### **Reliving Romans**

Visit Painshill's Roman Mausoleum, Bath House ruins and Roman-inspired Crystal Grotto. Pupils build their own model temple or coliseum, design a god or goddess mosaic, dress in Roman tunics and discover what life was like in the Roman Legion.



### **Greek Myths and Legends**

Pupils think creatively to escape the Minotaur in the Labyrinth and work together to stop Jason stealing the Golden Fleece. Encounter Greek heroes, gods and monsters at the Trojan tent, temples and Amphitheatre.



### **Pond or Minibeast Investigation**

Pupils dip for water invertebrates or search for land to investigate further in the 'Bug Lab'. This learning activity involves identification and analysis using microscopes and identification keys. Discover ecosystems, food chains, adaptation and life cycles.



### **Plant Explorers**

Discover plant anatomy and seed dispersal with experiments, measuring and recording, observation and games. Starting out as seeds, pupils take a plant's life journey by visiting our ancient Cork Oak and Great Cedar. This activity is adapted for each season.



### **Den building**

Pupils use natural materials to build and weatherproof their dens before a final camp inspection and waterproof testing. Den Building can be adapted for different projects, for example roundhouse settlements, historic dwellings or survival shelters.



### **Dragon Quest**

Set out on a mysterious quest to discover the very last Dragon's egg and save this magical species from extinction. Follow the Painshill Dragon Guide through the fiendish traps and challenges laid by the Dragon Hunters.



### **Survival Skills**

Pupils go on a journey through the landscape, tracking wildlife, identifying poisonous and useful plants and take on survival skills team challenges. Pupils learn how to build a safe camp-fire and find out the best way to toast a marshmallow.



### **Pirate Challenges**

Working together as a crew, pupils undertake swashbuckling challenges including peg-leg races, sea-monster making and the eye-patch blindfold trail. Pupils follow clues to find the buried treasure.

Enquiry on our website today at [www.painshill.co.uk/education](http://www.painshill.co.uk/education), by emailing [education@painshill.co.uk](mailto:education@painshill.co.uk) or by calling 01932 868113

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