

| Nature Explorers Activity L<br>choices on your booking form.  | ist: For KS2 choose four activities and for KS1 choose three activities plus a reserve. List your   | Locations<br>used          |
|---|---|----------------------------|
| <b>I.Gilbert White 'Father of</b><br><b>Ecology'</b><br>NC link (History): significant<br>events and individuals in history                           | Who was Gilbert White and why is he remembered? A visit to the Gilbert White rooms of the museum along with a 'spot the difference' activity testing skills in both looking and listening to illustrate Gilbert White's importance as a pioneer in the study of natural history.                | Museum                     |
| <b>2.Bugs &amp; Birds</b><br>NC link (Science): food webs,<br>habitats, lifecycles, adaptations.  | Bug hunting and bird watching in the grounds with a choice of focus: adaptations, food<br>webs or lifecycles. Activities vary seasonally but can include investigating log piles and<br>butterfly hunting. Can be booked as a double length session if required.                                | Gardens                    |
| <b>3. Skin and Bones</b><br>NC link (Science): classification,<br>skeletons and teeth, alive or<br>dead, evolution and inheritance.                   | What is the difference between a mammal, bird, reptile and invertebrate? Using our collection of skulls, skins, antlers and taxidermy this session focuses on British wildlife and allows children to learn through touch and feel about key differences between different groups of creatures. | Field<br>Studies<br>Centre |
| <b>4.Animal Adaptations</b><br>NC link (Science/Geography):<br>evolution and inheritance,<br>habitats/hot and cold areas of<br>the world, continents. | Why is a penguin different from a hummingbird? Identifying adaptations of creatures from around the world and closer to home, this session makes use of the taxidermy in the museum.  | Museum                     |
| <b>5.Hunting and Tracking</b><br>NC link (Science): seasonal<br>change, plant lifecycles, habitats,<br>food webs.                                     | We're going on a scavenger hunt! Find clues in nature that show seasonal changes and hunt for signs of the creatures large and small who call our meadow home.  | Gardens                    |
| 6. Meet a Tree<br>NC link (Science): plant<br>lifecycles, identifying trees.  | Get to know a tree through hands on activities covering tree lifecycles, the role of trees in ecosystems and the culture and mythology of trees. Find out how tall your tree is and give it a hug!<br>March- October only   | Gardens                    |
| 7. Roots, Shoots, Fruits<br>NC link (Science): plant lifecycles   | An introduction to plant lifecycles from seeds through to flowers and fruit. Hands on activities making use of the kitchen garden and flower garden. <b>April- October only</b>   | Gardens                    |
| <b>8. Natural Art</b><br>NC link: (Art): using materials<br>creatively  | Use natural materials and forms for mark making, texture rubbing and observational drawing to create 'zig zag' books of art. Each child will take home their booklet as a memento of their day in Selborne, home to Gilbert White's Zig Zag path.   | Field<br>Studies<br>Centre |
| <b>9. Alphabet Orienteering</b><br>NC links (Geography/PE): points<br>of a compass/outdoor<br>adventurous activity                                    | Can you find the trail boxes hidden in our grounds? Each one has a different letter of the alphabet with words relating to the history and natural history of the garden. This activity uses either simple map reading (KSI) or compass orienteering (KS2).                                     | Gardens                    |
| <b>10. Wildflowers for the</b><br><b>Zig Zag Path</b><br>NC link (English/Science):<br>listening and understanding<br>skills, habitats.               | An interactive story session using Gilbert White's writings to learn about the creatures and plants he knew and loved. 'Sow' seeds on the zig zag path to create a habitat for some of Gilbert's favourite creatures.   | Field<br>Studies<br>Centre |
| <b>11. Explorer Challenge</b><br>(KS2 only)<br>NC link (PE/Geography): outdoor<br>adventurous activity, points of a<br>compass, using a map.          | The Explorer challenge counts as two options being a whole afternoon session<br>involving orienteering, signaling and teamwork. Children work in teams to find hidden<br>objects which relate to the themes of the day.   | Gardens                    |