## **High Point Academy Curriculum Overview – Forest Learning**



Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
-	The aim of Year 7 Forest Learning is	Commontore	Commontono	Commontono	Connectors	Commontono	Commontono
Year 7	to offer students a broad range of	Connectors Introduction to Forest	Connectors Fire Introduction	Connectors Introduction to Tools		Connectors Caring for Plants &	Connectors
					Introduction to	Animals	Forest Learning Arts & Craft
	outdoor experiences. Through this exposure students will identify their	Learning	Connector students	Connector students	Planting	Animais	Connector students will
	likes and dislikes.	Davelanara	will explore fire safety and make safe fires.	will be introduced to different drills.	Davelanere	Davelanara	
	likes and dislikes.	Developers Introduction to Forest	and make sale lifes.	amerent ariis.	Developers	Developers Caring for Plants &	use a range of natural
	At the and of Veer 7 Compactor		Davidanasa	Davidanasa	Introduction to		materials to create art.
	At the end of Year 7 Connector	Learning	Developers	Developers	Planting	Animals	Davidanasa
	students will be able to actively	0	Forest Learning	Imagination –	0	0	Developers
	engage with sessions and choose	Connector and	Explorer	Building	Connector and	Connector and	Using Materials for Art
	preferred activities such as Forest	Developer students	Developer students	Developer students	Developer students	Developer students	Developer students will
	Learning Lead activity, independent	will become familiar	will use a range of	will use den building	will have the	will have the	explore natural
	play or site exploration.	with Forest Learning	equipment to	equipment.	opportunity to use the	opportunity care for	materials to create
		routines at High Point	investigate habitats.		polytunnel and a	animals, plants and	group art.
	At the end of Year 7 Developer	Academy.		Bad Weather Plan	range of gardening	vegetables to ensure	
	students will be able to engage with		Bad Weather Plan	Lego Building	tools.	they are healthy.	Bad Weather Plan
	sessions independently.	Bad Weather Plan	Mindfulness/ Sensory				Indoor Arts & Craft
		Mindfulness/ Sensory	& Calm Activities		Bad Weather Plan	Bad Weather Plan	
	*Bad Weather Option	& Calm Activities			Polytunnel Work	Polytunnel Work	
Year 8	The aim of Year 8 Forest Learning is	Connectors	Connectors	Connectors	Connectors	Connectors	Connectors
	to revisit key skills. Students will have	Bug Hunting	Camp Fire	Using Tools Safely	Grow Your Own	Looking After Plants	Forest Learning –
	the opportunity to apply their skills	Connector students	Connector students	Connector students		& Animals	Creativity
	more independently.	will use a range bug	will use their	will revisit appropriate	Developers		Connector students will
	, ,	viewing equipment to	knowledge of fire	tool use and explore	Grow Your Own	Developers	use knowledge of tools
	At the end of Year 8 Developer &	explore the	safety to make a safe	using knives safely.		Looking After Plants	and natural resources
	Connector students will see Forest	ecosystem at High	fire independently.		Connector and	& Animals	to create a small Forest
	Learning as a safe space where they	Point Academy.	c a cp c a cr. a y .	Developers	Developer students		Learning craft.
	are able to access nature in a safe and	, , , , , , , , , , , , , , , , , , , ,	Developers	Loose Parts – Den	will apply their	Connector and	3
	I non-judgmental environment	Developers	Safe Campfire	Building &		Developer students	Developers
	non-judgmental environment.	Developers Sensory Play -Forest	Safe Campfire  Developer students	Building & Construction	knowledge planting	Developer students will use their prior	Developers Using Material to Print
	non-judgmental environment.	Sensory Play -Forest	Developer students	Construction	knowledge planting and using gardening	will use their prior	Using Material to Print
	non-judgmental environment.	Sensory Play -Forest Learning	Developer students will begin to learn	Construction  Developer students	knowledge planting and using gardening tools with increased	will use their prior knowledge to care for	Using Material to Print Developer students will
	non-judgmental environment.	Sensory Play -Forest Learning Developer students	Developer students will begin to learn about fire safety	Construction  Developer students  will use their	knowledge planting and using gardening	will use their prior knowledge to care for plants and animals	Using Material to Print Developer students will use a range of natural
	non-judgmental environment.	Sensory Play -Forest Learning Developer students will use their senses	Developer students will begin to learn	Construction  Developer students	knowledge planting and using gardening tools with increased	will use their prior knowledge to care for plants and animals with increased	Using Material to Print Developer students will use a range of natural materials to print and
	non-judgmental environment.	Sensory Play -Forest Learning Developer students will use their senses to experience	Developer students will begin to learn about fire safety	Construction  Developer students  will use their	knowledge planting and using gardening tools with increased	will use their prior knowledge to care for plants and animals	Using Material to Print Developer students will use a range of natural materials to print and create natural art.
	non-judgmental environment.	Sensory Play -Forest Learning Developer students will use their senses to experience textures within Forest	Developer students will begin to learn about fire safety	Construction Developer students will use their imagination to build.	knowledge planting and using gardening tools with increased	will use their prior knowledge to care for plants and animals with increased	Using Material to Print Developer students will use a range of natural materials to print and create natural art. Bad Weather Plan
	non-judgmental environment.	Sensory Play -Forest Learning Developer students will use their senses to experience	Developer students will begin to learn about fire safety routines.	Construction Developer students will use their imagination to build.  Bad Weather Plan	knowledge planting and using gardening tools with increased incidence.	will use their prior knowledge to care for plants and animals with increased independence.	Using Material to Print Developer students will use a range of natural materials to print and create natural art.
	non-judgmental environment.	Sensory Play -Forest Learning Developer students will use their senses to experience textures within Forest Learning.	Developer students will begin to learn about fire safety routines.  Bad Weather Plan	Construction Developer students will use their imagination to build.	knowledge planting and using gardening tools with increased incidence.	will use their prior knowledge to care for plants and animals with increased independence.  Bad Weather Plan	Using Material to Print Developer students will use a range of natural materials to print and create natural art. Bad Weather Plan
	non-judgmental environment.	Sensory Play -Forest Learning Developer students will use their senses to experience textures within Forest Learning.  Bad Weather Plan	Developer students will begin to learn about fire safety routines.  Bad Weather Plan Mindfulness/ Sensory	Construction Developer students will use their imagination to build.  Bad Weather Plan	knowledge planting and using gardening tools with increased incidence.	will use their prior knowledge to care for plants and animals with increased independence.	Using Material to Print Developer students will use a range of natural materials to print and create natural art. Bad Weather Plan
	non-judgmental environment.	Sensory Play -Forest Learning Developer students will use their senses to experience textures within Forest Learning.  Bad Weather Plan Mindfulness/ Sensory	Developer students will begin to learn about fire safety routines.  Bad Weather Plan	Construction Developer students will use their imagination to build.  Bad Weather Plan	knowledge planting and using gardening tools with increased incidence.	will use their prior knowledge to care for plants and animals with increased independence.  Bad Weather Plan	Using Material to Print Developer students will use a range of natural materials to print and create natural art. Bad Weather Plan
Year 9	The aim of Year 9 Forest Learning is	Sensory Play -Forest Learning Developer students will use their senses to experience textures within Forest Learning.  Bad Weather Plan Mindfulness/ Sensory & Calm Activities  Connectors	Developer students will begin to learn about fire safety routines.  Bad Weather Plan Mindfulness/ Sensory & Calm Activities  Connectors	Construction Developer students will use their imagination to build.  Bad Weather Plan Lego Building  Connectors	knowledge planting and using gardening tools with increased incidence.	will use their prior knowledge to care for plants and animals with increased independence.  Bad Weather Plan	Using Material to Print Developer students will use a range of natural materials to print and create natural art. Bad Weather Plan Indoor Arts & Craft  Connectors
Year 9		Sensory Play -Forest Learning Developer students will use their senses to experience textures within Forest Learning.  Bad Weather Plan Mindfulness/ Sensory & Calm Activities	Developer students will begin to learn about fire safety routines.  Bad Weather Plan Mindfulness/ Sensory & Calm Activities	Construction Developer students will use their imagination to build.  Bad Weather Plan Lego Building	knowledge planting and using gardening tools with increased incidence.  Bad Weather Plan Polytunnel Work	will use their prior knowledge to care for plants and animals with increased independence.  Bad Weather Plan Polytunnel Work	Using Material to Print Developer students will use a range of natural materials to print and create natural art. Bad Weather Plan Indoor Arts & Craft



## **High Point Academy Curriculum Overview – Forest Learning**



and knowledge to enjoy nature	Connector students	Connector students	Connector students		. Caretaking –	·
connection.	will build on	will independently	will revisit learnt skills	Developers	Looking After Plants	Developers
	developed skill to	build a safe fire.	to make an item out	Planting &	& Animals	Caretaking –
At the end of Year 9 Connector	analyse the insects	Students will cook	of natural resources.	Maintaining		Responsible for Site
students will be able to use learnt skills	present within Forest	(simple) over the fire.			Developers	•
independently. Students will be	Learning.	, ,	Developers	Connector and	Caretaking – Looking	Connector and
confident in assessing personal risk.		Developers	Shelter Building	Developer students	After Plants &	Developer students will
	Developers	Fire – S'mores &	Developer students	will apply their	Animals	support FS leader to
At the end of Year 9 Developer	Forest Learning	More	will use their	knowledge of planting		manage the site.
students will be able to choose	Through the Senses	Developer students	knowledge of loose	and using gardening	Connector and	Completing tasks to
preferred activities such as Forest	Developer students	will make a fire with	parts to make a	tools Independently.	Developer students	help sustain the site.
Learning Lead activity, independent	will use a range of	support. Students will	watertight shelter.		will use their prior	
play or site exploration with	senses to seek	engage in shared	_	Bad Weather Plan	knowledge to care for	Bad Weather Plan
confidence and gain enjoyment from	comfort from a natural	interaction around the	<b>Bad Weather Plan</b>	Polytunnel Work	plants and animals	Indoor Arts & Craft
being in a natural environment.	environment.	fire.	Lego Building		Independently.	
-						
	Bad Weather Plan	Bad Weather Plan			Bad Weather Plan	
	Mindfulness/ Sensory	Mindfulness/ Sensory			Polytunnel Work	
	& Calm Activities	& Calm Activities			-	

## By the end of KS3

By the end of Year 9 students will have become confident with accessing outdoor spaces safely. Through engaging with Forest Learning, students will have developed their self-efficacy and ability to judge risk within outdoor spaces. Through positive engagement within Forest Learning this skill will transfer into classroom-based learning.

Year Group	Intent/Rationale	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Year 10		Forest Learning is not offered as a discrete subject at KS4 due to the increase of subject time for qualification and college in preparation for adulthood. Forest Learning I experiences are still provided for pupils through extra-curricular activities and WOW Days.						
Year 11								

