## **EXAMPLE PROGRAMME**



## TATURE YEAR 3

DAY ONE		
AM	ARRIVAL	A very warm welcome and a chance to settle into our cosy accommodation.
	WOODLAND WELCOME	A fun scavenger hunt to navigate the woods whilst collecting woodland materials to build an exciting bug hotel for our minibeast friends.
PM	INTRODUCTION TO BUSHCRAFT	Delve into the wonderful world of bushcraft, discovering the practical skills that allow us to thrive in our natural environment through utilising resources in a sustainable way.
	SHELTER BUILDING	Work together to build the ultimate woodland shelter by combining materials found within the woodland with new found knot skills.
	FIRE LIGHTING & MARSHMALLOWS	Explore the uses of fire, the science behind heat production and the principles of the fire triangle, before learning how to safely use a fire-steel and perfect the art of marshmallow roasting!
	CAMPFIRE	The perfect end to the day, sing along to songs around the campfire, before winding down with a cup of hot chocolate.
DAY	y TWO	
AM	TREE & PLANT IDENTIFICATION	Learn how to identify our woodland trees and discover their unique uses and the myths and legends surrounding each species.
	MINIBEAST MADNESS	Collect and identify our tiniest woodland inhabitants, working together to find the most interesting invertebrate to win the fun game of Bug Trumps!
	ANIMAL MOVEMENT & CHARACTERISTIC	Discover how snakes shed, feathers flaunt, and mammals move through an interactive session finished off with inventive games inspired by animal movement and communication.
	CHARACTER	