

WILD CARDS

Activity

This is a useful introduction to probability – and also helps children get to know the local area. Every time a junction is reached, a coin is flipped. If it lands heads up, the group turns right. If it's tails, the group walks left. Maps can be used to plot the walk, and back in the class, children can use Google Earth to trace their journey from a bird's eye view. It can also be fun working out what would happen if only head or only tails were flipped, or other simple combinations.

Penny Walk

WALT:

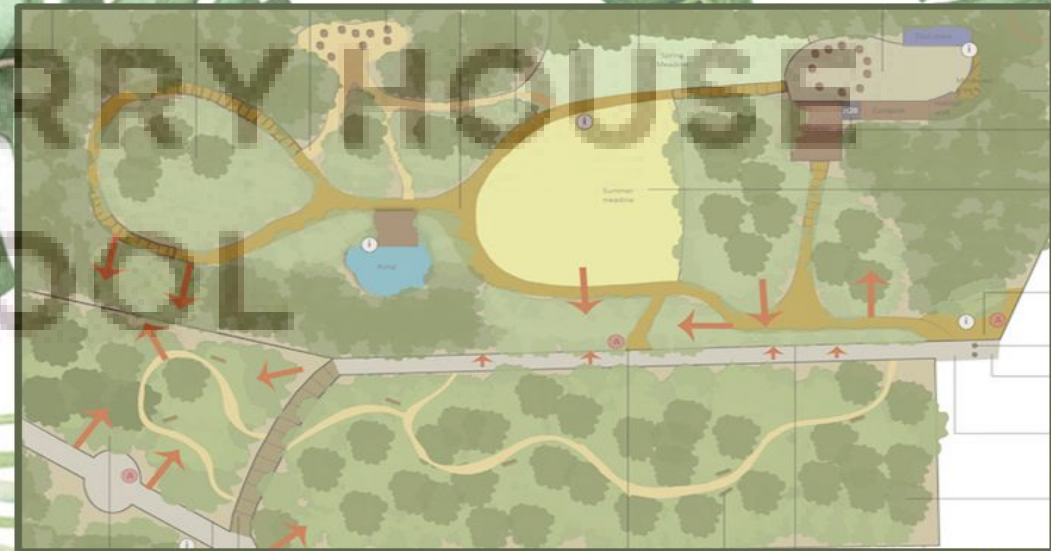
-Recognise and explore the natural area and to be able to follow instructions.

Resources

Penny, paper, pencils, maps, clipboards, iPads.

Key Words

Ipad, maps, heads up, right, left, straight ahead, forward, backwards, going up, going down.



Extension

-Children are able to take a clipboard and draw a map of Westbere Copse.

Cross-curricular links

Communication & Language; - Focusing attention – still listen or do, but can shift own attention.

Physical Development;- Negotiates space successfully.

Understanding of the world; - Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world.

Expressive Arts & Designs; -Selects appropriate resources and adapts work where necessary.

Questions

- -What things can you observe?
- -Can you move three steps forward and 2 steps to the right?
- -How many trees can you see?
- - Can you see any Den?

THE MULBERRY HOUSE
SCHOOL