



SESSION # 4

# FOREST SCHOOL LESSON PLAN

DATE: 01/07/2024

1

Start with the animal hide and seek game. Children choose the animal and the calling noise. Count to 10. Then count 5, 4, 3, 2, 1.

Untie the animal blindfold they make the animal noise and have a set number of seconds to tag the others. Any child tagged also becomes an animal and we start the process again until all children are tagged and back at base. Ask the children if they know a game they'd like to play.

2

Introduce Rita. (Whittled from Hazel). Rita is stuck. She needs to cross over a swamp so that can continue on her travels to Jamaica. Rita's friends are also stuck. Show them the magic leaf (made from Clay). Continue the story of how the magic leaf will transport Rita to safety.

3

Split into working groups. Max two or three in my group to whittle and make their own characters (Rita's friends). Others make mud for swamp or mould their objects to rescue Rita with the quick drying Clay (show children my clay leaf).

4

When all the children have whittled and made a 'friend' and made a clay object/mud, allow those that want to to continue the story of where their character wanted to go and what object they made to make this happen. They can continue this next week if we do not have time to finish.

5

Make faces with the clay and mark happy or sad faces to indicate how they enjoyed the session.

