

Geography

Map work – Create a map of the forest where the creatures you are learning about may live. Create a map of all the different areas the creatures might explore, include a key and directions.

Mathematics

Measurement - Go on a trip to the local park or just in the playground. Get the children to collect lots of different length and width sticks. Go back to school and measure the different sticks you have collected. Who collected the biggest? Who collected the smallest? What's the difference in size?

Number recognition – Using these number cards, get the children to turn over a card, recognise the number and then draw the correct number of whichever animal is on their card. There is a choice of woodland animals such as [owls](#) and [foxes](#).

Addition and subtraction - Use woodland creatures to engage children with maths and use pictures to create addition and subtraction calculations.

Ordering - [Use these plant pictures](#) to get the children thinking about putting items in order of size.

2D shape - Get the children to create woodland animals or minibeasts out of 2D shapes.

English

Read one of the following woodland or forest related stories - The Gruffalo, Stick Man or Where the Wild Things Are.

Instructions – Create a game in which you can use sticks from the forest and create the instructions needed to play the game. Include sequential language – this can be taught with Pie Corbett actions for first, then, next, after that and finally.

Create your own Gruffalo – If you read The Gruffalo, use the description of the Gruffalo in the story get the children thinking about different ways to describe the original Gruffalo. Move on to letting them design their own Gruffalo type character. [This word mat](#) will give them ideas of adjectives they could use to get them started.

Continue the theme of their own Gruffalo and get them to draw their Gruffalo. Write in speech bubbles what it likes to eat, where it lives, what it likes to do, etc.

Fact File - Get the children to create a woodland animal fact file [using this animal PowerPoint](#) to help them think about what they might include.

KS1 Woodland and Forest - Lesson Plan Ideas

Science

Habitats – After reading The Gruffalo, look at the characters in the book: the mouse, snake, owl, and fox, and investigate the different habitats they may live in. If the school playground is suitable, try and set up each of the habitats and get the children to try and think about who might live in each of them. You could do a nest in a tree for an owl, piles of rocks with small holes for the snake, a pile of leaves and twigs for the fox to burrow in and if possible a hole for the mouse. For the mouse you might just need to paint a hole on the school building or on the playground wall.

Build a habitat for an animal of their choice.

Design a habitat for the Gruffalo.

Look at the habitats of animals that live in the forest and woodland with the [help of this PowerPoint](#). You could look at contrasting habitats such as Arctic habitats and compare and contrast them.

Plants - Look at plants growing. Plant cress seeds or a bean and see it grow over a number of days or weeks. Draw a picture of their plant and label the main parts.

Explain that you can eat every part of a plant.

Roots – carrot, Flower – broccoli, Stem – celery, Leaves – lettuce, Seeds – peas

Play a matching game using pictures of parts of edible plants, where they have to label what part of the plant they are. Go to a local forest or woodland area and [use this flower and plant hunt sheet](#) to learn more about wildlife in the local area.

Art and Design

Draw pictures of trees focusing on the colours of the trees. Make a collage of a tree or using all sorts of different materials, and if possible use dry leaves and twigs. Do rubbings of bark and leaves and look at the different patterns on the items. Using natural materials, create your own creature that might live in a forest. Use leaves, twigs, sticks, soil etc. Give it a name and use digital cameras to take photos and create a display of the class's nature creatures.

Get some inspiration or share your forest and woodland activity ideas [here!](#)