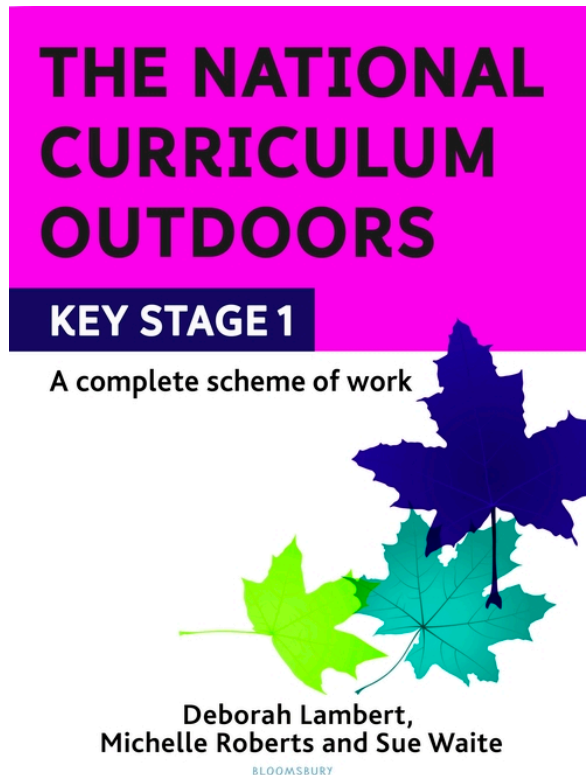
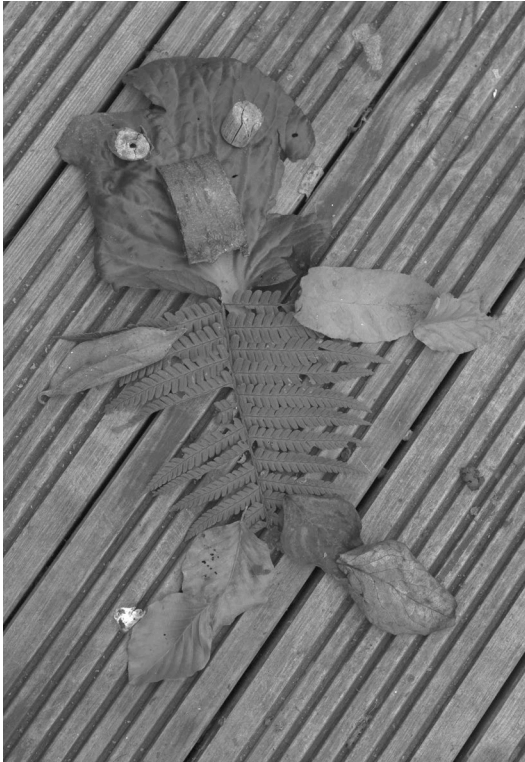


National Curriculum Outdoors



Year 1 and 2
Additional supporting images

Y 1 English



Progression 1 : leaf
monster



Progression 2: leaf
bookmark

Year 1 English



Progression 3 : woodland
potion



Progression 6: stick family

Y 2 English



Progression 2 : story frames



Progression 4 : deer antlers

Y1 Maths



Progression 1: sorting by a single category



Progression 2: use leaves to make sequences linked to pattern and symmetry

Y1 Maths



Progression 6: explore shape properties
by making a fire pyre

Y2 Maths

Scavenger Hunt

- Something with three sides
 - Something with a corner (vertex)
 - Something with a flat face
 - Something with a curved face
 - Something spherical
 - Looks like a hexagon
 - Looks like sphere
 - Something symmetrical
- Find 5 things that look the same but are different sizes.

Progression 1: explore shape properties
with a scavenger hunt

Y2 Maths



Progression 2: explore shape properties using leaves



Progression 3: explore shape properties using mini beasts

Y2 Maths



Progression 4: explore shape properties whilst making a bug hotel



Progression 5: explore properties of shapes by making a shelter

Y2 Maths



Progression 6: explore properties of 3D shapes by lighting fires

Y 1 Science



Progression 2: using a storm kettle.

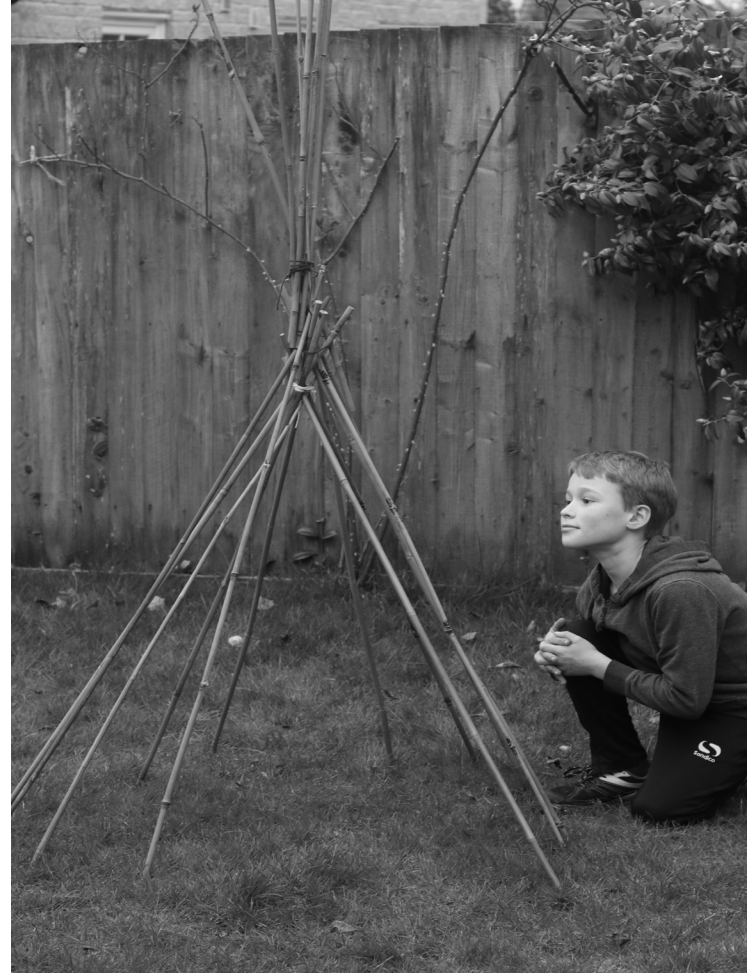


Progression 5 : making a frame for a stick house.

Y 2 Science



Progression 3 : heating chocolate in an orange






Progression 4 : building towers

Y 1 Geography



Progression 1: identifying physical and human geographical features

Control	Control mark
	
	
	

Progression 2: control card:
identifying physical and human
geographical features photo trail

Y 1 Geography



Progression 3: following a rope trail

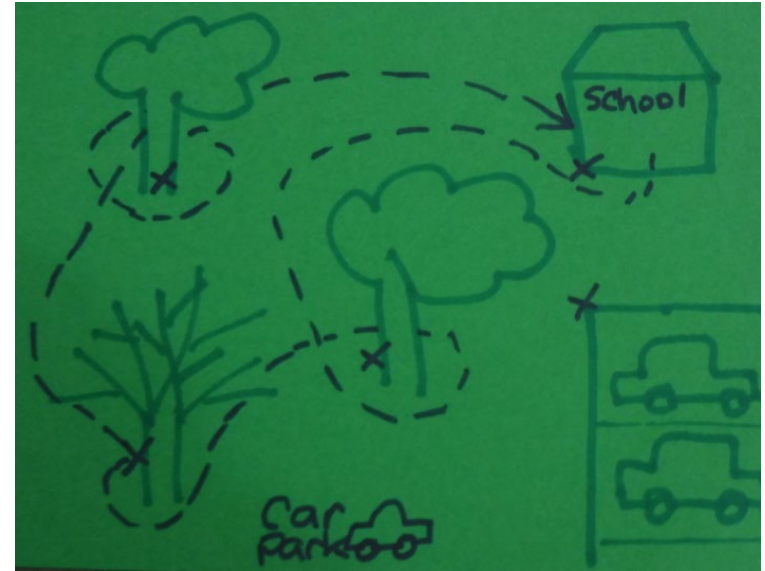


Progression 4: following an arrows trail

Y 1 Geography






Progression 5: making maps and trails using sticks



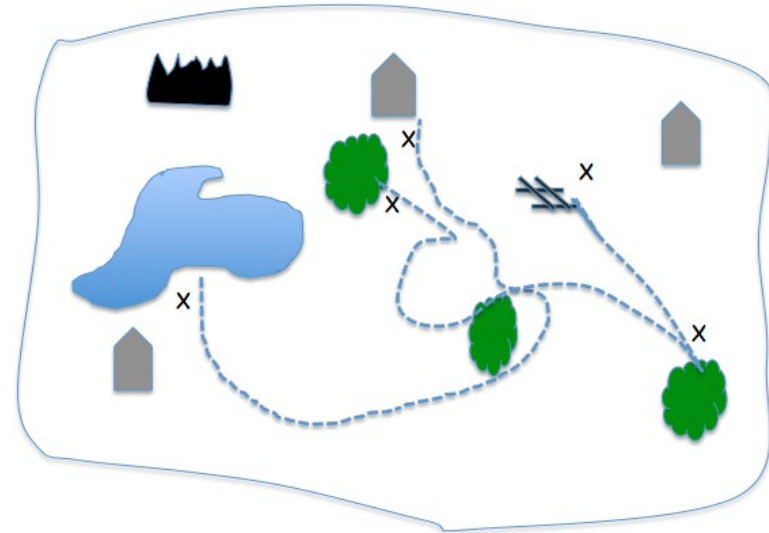
Progression 6: making and following a map

Y 2 Geography

Control	Control mark
	
	
	

Progression 1: following a photo trail using a control card

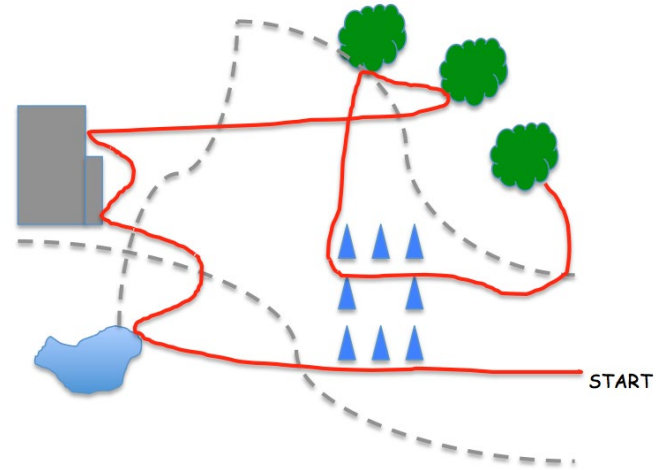
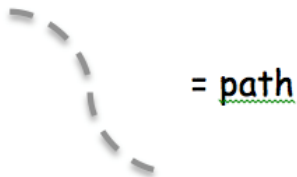
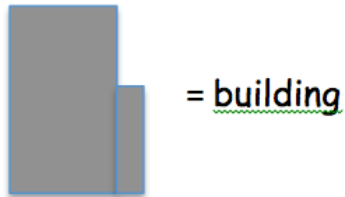
Treasure map



Progression 3: creating and following a map using symbols

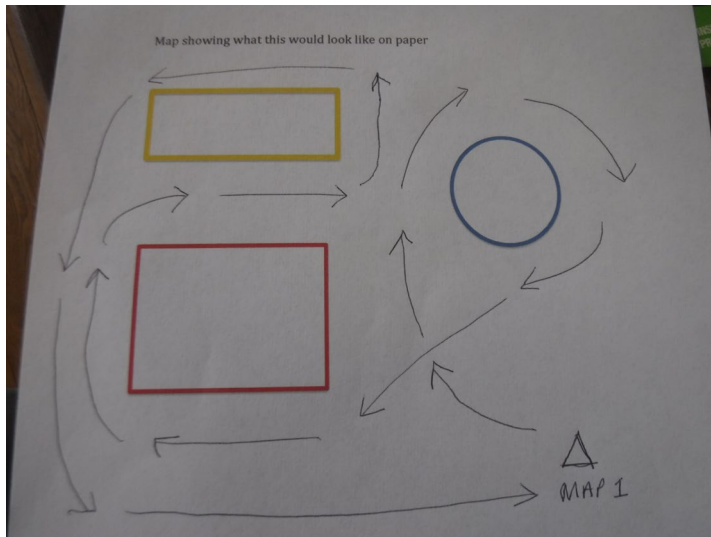
Y 2 Geography

Orienteering symbols



Progression 4: learn to use map symbols by following a string trail (marked in red)

Y 2 Geography



Progression 5: warm up follow an arrows trail around the shape zone



Progression 6: create and make own arrows trail maps

Y 1 History



Progression 5: making a shelter using natural materials

© Deborah Lambert, Michelle Roberts and
Sue Waite, 2020

Y 2 History



Progression 4 : making a ship form wood



Y 1 Art



Progression 1: Nature's palette



Progression 5: exploring shape, line and texture using clay pressing

Y 1 Art



Progression 6: exploring pattern and form by making 'not so mini' beasts
(Thank you Penny Hermes)

Y 2 Art

Progression 1: exploring colour using a paint shade chart

Y 2 Art



Progression 5: exploring shape form and texture using sticks



Progression 6: exploring form using clay

Y 1 DT



Progression 1: making a stick figure from a cross structure

Y 2 DT



Progression 1: evaluating playground equipment

Y 2 Design Technology



Progression 3: making a swing using cross frames



Progression 5: making a lever using a pivot or

KS1 Music



Progression 1 : conductor stick



Progression 2 : sound trail

Y 1 RE



Progression 1: depicting emotion



Progression 2: giving a tree a voice

Y 1 RE



Progression 4: thankful for nature's harvest



Progression 5: celebrating shelter and home

Y 2 RE



Progression 1: using our senses to find a special place



Progression 2: creating a special place (building)

Y 2 RE



Progression 3: belonging token



Progression 4: teamwork and leadership with magic floating stick

Y 2 RE



Progression 5: cross the river planks



Progression 6: big question activity – ask, listen then swap