



## North York Moors National Park

### Gruffalo adventure (Key stage 1)

This activity day is inspired by Julia Donaldson's 'The Gruffalo' story and consists of two activities with a lunch break in between.



#### Activity 1: Gruffalo adventure (1 ½ hours, outdoors)

Children use a pictorial map to follow a trail around a small area of woodland. At each stop we gather sentences and toy characters from the story and complete tasks such as collecting colours, making a smell to make the Gruffalo smell good or building a log pile house for Snake. Finishes with children arranging story sentences in the right order and a reading of the story.

#### Activity 2: Gruffalo natural art (1 hour, indoor/outdoor session)

Starting indoors we take a close look at animals that live in a woodland habitat, including characters from the story, before heading outdoors to collect natural materials with which to make our own animal artwork.

**Age Range:** Reception, Years 1 and 2 (Age 4 to 7)

**Duration:** Full Day: 10am to 2pm including lunch break.

**Maximum capacity:** 60 children

**Location:** Danby Lodge National Park Centre

**Pre-visit work:** Requires children to be familiar with Julia Donaldson's 'The Gruffalo' story before the visit.

### Main curriculum links

#### Literacy

- becoming very familiar with key stories, retelling them and considering their characteristics, recognising and joining in with predictable phrases, discussing the sequence of events.

#### Geography

- use directional and locational language, follow a route on a map

## **Science**

- living things and their habitats – identify and name animals that are carnivores, herbivores and omnivores

## **Art & design**

- use a range of materials creatively to design and make products.

## **Key learning objectives**

Children should learn...

### **English**

- to listen and respond appropriately to others
- ask relevant questions
- to join in a discussion about a familiar story
- to recall facts from a familiar story

### **Geography**

- to use a map and follow a route

### **Science**

- about a variety of animals that live in a woodland habitat

### **Art & design**

- to design a piece of art and select appropriate materials to create it

## **Learning outcomes**

### **All children will be able to:**

- identify and describe characters from the story
- identify their location on a simple map

### **Most children will be able to:**

- arrange sentences from the story in the right order
- match animals from the story to their written names
- describe the appearance of a character from the story
- select appropriate materials and use them to create a piece of art

### **Some children will be able to:**

- follow a route on a map
- sort a group of animals into carnivores, herbivores and omnivores

### **Assessment for learning**

We assess learning using a variety of techniques appropriate to the activity such as: questioning, questioning games, observing how well children are performing tasks, checking results, quizzes and feedback forms.

### **Opportunities for extending learning before and after a visit**

#### **Before:**

- ensure children are familiar with the Gruffalo story.

#### **After:**

- Use the colour palettes collected in the wood, mix paint colours to match and use to create paintings of the woodland;
- Discuss how the woodland might look in different seasons of the year, would the colours be different?
- Discuss what the woodland might be like at night. Imagine being in the woodland at night, describe how you might feel, what sounds might you hear.
- Ask children to provide instructions for building a log pile house;
- Build log piles houses / bug hotels / habitat piles in your school grounds.

Forestry England has some activity sheets you can use in your own playground or at home [www.forestryengland.uk/family-activity/gruffalo-spotters-activity-sheets\\*](http://www.forestryengland.uk/family-activity/gruffalo-spotters-activity-sheets*)

Remembering our natural art Gruffalo characters, create your own woodland creatures with inspirations from Andy Goldsworthy [Andy Goldsworthy - Sculpture and art in a natural environment - BBC Teach](#)

\* This is an external website for which the National Park Authority has no responsibility.

### **Further information**

To find out more, make a booking or view other activities please visit our [Outdoor learning and school visits page](#).

You can contact the Outdoor Learning team on 01439 772751 or email [outdoorlearning@northyorkmoors.org.uk](mailto:outdoorlearning@northyorkmoors.org.uk)