



Gruffalo Adventure

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: Choose option A or option B.

Option A - Gruffalo Natural Art. (One hour, 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.

Option B - Develop a New Character (One hour, indoor session)

Children take a close look at and handle stuffed animals and birds from a woodland habitat including characters from the story, matching them with their written names. Children then think about other animals the Gruffalo might like to eat and how they might be served up by completing a simple worksheet. Completed worksheets and coloured in masks can be taken back to school.

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: The Moors National Park Centre, Danby

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

Main Curriculum Links:

English: 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: (Activity 2 option B) living things and their habitats – identify and name animals that are carnivores, herbivores and omnivores.

Art & Design: (Activity 2, option A) use a range of materials creatively to design and make products.

Key Learning Objectives Children should learn...	Learning Outcomes
<p><i>English</i></p> <ul style="list-style-type: none"> ● 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 <p><i>Geography</i></p> <ul style="list-style-type: none"> ● to use a map and follow a route <p><i>Science</i></p> <ul style="list-style-type: none"> ● about a variety of animals that live in a woodland habitat <p><i>Art & Design</i></p> <ul style="list-style-type: none"> ● To design a piece of art and select appropriate materials to create it 	<p>All children will be able to:</p> <ul style="list-style-type: none"> ● identify and describe characters from the story ● identify their location on a simple map <p>Most children will be able to:</p> <ul style="list-style-type: none"> ● 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 <p>Some children will be able to:</p> <ul style="list-style-type: none"> ● 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 a visit: ensure children are familiar with the Gruffalo story.

After a visit:

- 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;