

BUG HUNT

LENGTH Short

AGE 3-103

WHERE

Any park or green space but particularly those with rivers, woodlands, big trees, or wild flower meadows

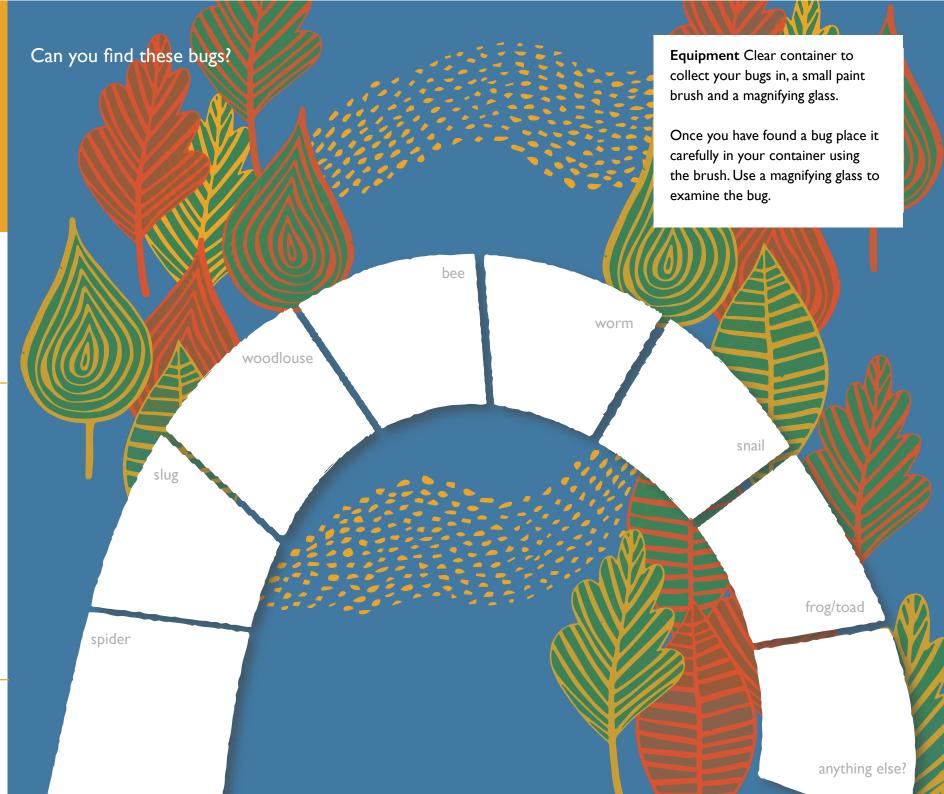
When you are out in the park look out for bugs in shrubs, hedges, climbing plants such as ivy, flowers, long grass, in fallen leaves and the base of trees.
Turn over decaying wood, rocks, soil, on the ground in woodlands.

Be gentle with all the animals and don't leave them in the sun. Draw or write what you find in the boxes

TIP!

Take a camera and keep a record of what you find.







HOUSE HUNTING

LENGTH Short

AGE 3-103

WHERE

Any park or green space but particularly those with interesting habitats – woodland, meadow, rivers

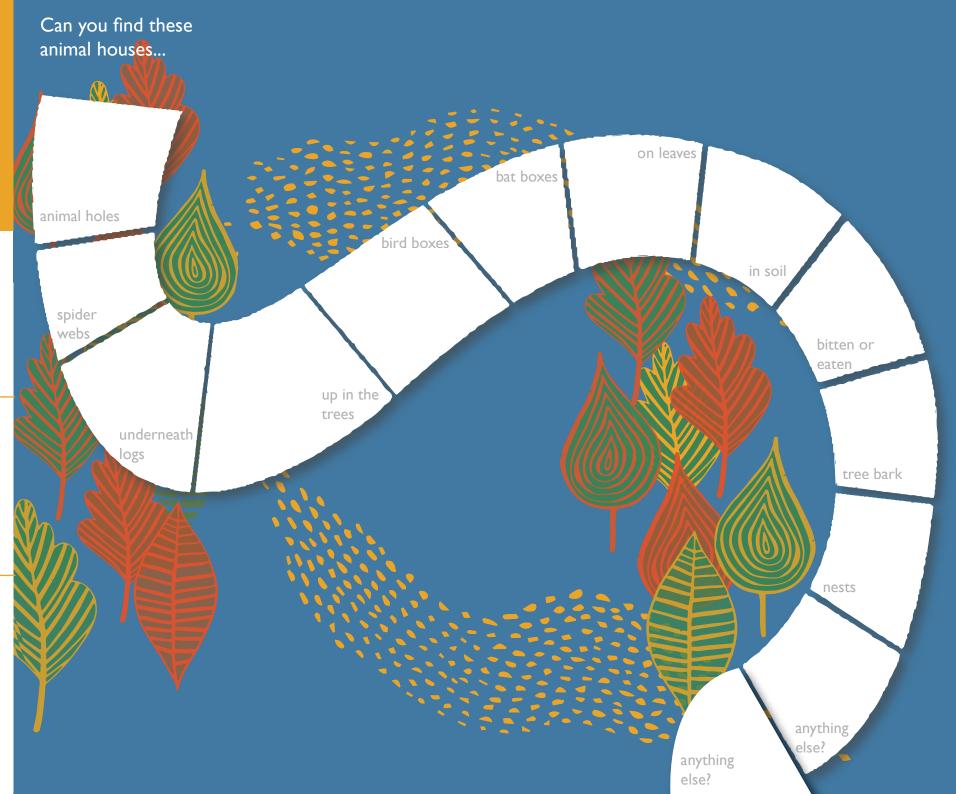
As you walk in the park look for houses and habitats that animals have made.

Look for different houses that you find on the path and add your own if you find any more. Draw or write what you find in the boxes

TIP!

Can you name the animals who live in the house?
Take a magnifying glass with you for a closer look. You could also take a camera to record what you find







CRAFTY TRAMPS

LENGTH Short

AGE 3-103

WHERE Any park or green

space.

Be artistic in the park using the materials that you find around you. Don't forget to take a photo to record your masterpiece and leave your work for others to enjoy.

Use a patch of grass as your canvas and make pictures from leaves, twigs and rocks. Your collage could be a bird, a person, and animal or something abstract or imaginary.

In the late afternoon you can also use shadows to make interesting images. Decorate a bench or a wall so that the shadow is your work of art.

Take some sticky back plastic sheets with you and collect leaves, tiny twigs and the petals of flowers to create a picture which can be stuck onto a sheet of paper or a blank postcard once you have finished.

Take some paper and wax crayons with you, place a leaf under the paper and rub the surface with a wax crayon. You can then make the rubbing into animals real or imaginary. Smooth aluminium foil over a leaf with a pen or pencil and then cut them out when you get home.

Take a notebook and pencils or pastels with you and draw still life pictures of objects that you find on your walk.





ON THE TRAIL OF SUPERHEROS

LENGTH S

Short

AGE 3-103

WHERE

Any park or green space but particularly those with interesting features such as rivers, big trees, or

old buildings.

Go on an adventure to look for the superheroes who live in parks.

You could take some props with you or just use your imagination.

As you walk discuss amongst yourselves where in the park you think that a superhero might live?

What would they eat? What is their name and is there only one superhero in the park or are they every where?

What would a superhero do in a park when they are not busy being a hero? Who would they save, maybe someone in the park or an imaginary person?

What would their adventure be? Are you involved? How would the story end? Try and use as many things in the park that you can to create an imaginative story.

You could try and act out the story using your props and things that you find in the park.





LENGTH Short

AGE 3-103

WHERE

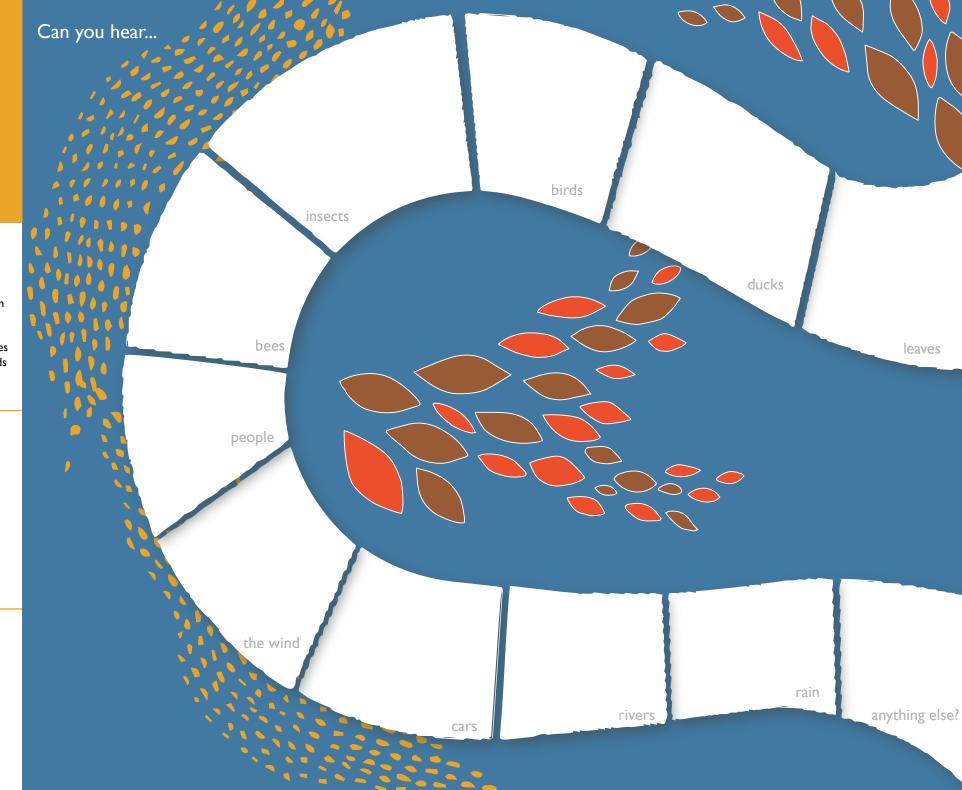
Any park or green space but particularly with interesting features or near busy roads

Close your eyes and listen to what you can hear around you. Tick or draw what makes the sounds as you hear them. You could make a recording of the sounds that you hear and play it back.

TIP!

Do the sounds vary if you do the walk at different times of the day or year?
Or in different parts of the park







PLANT HUNT

LENGTH Short

AGE 3-103

WHERE Any park or green

space

Look for plants in the park that match the words on the path.

If you are with younger children you should warn them not to touch or eat anything.

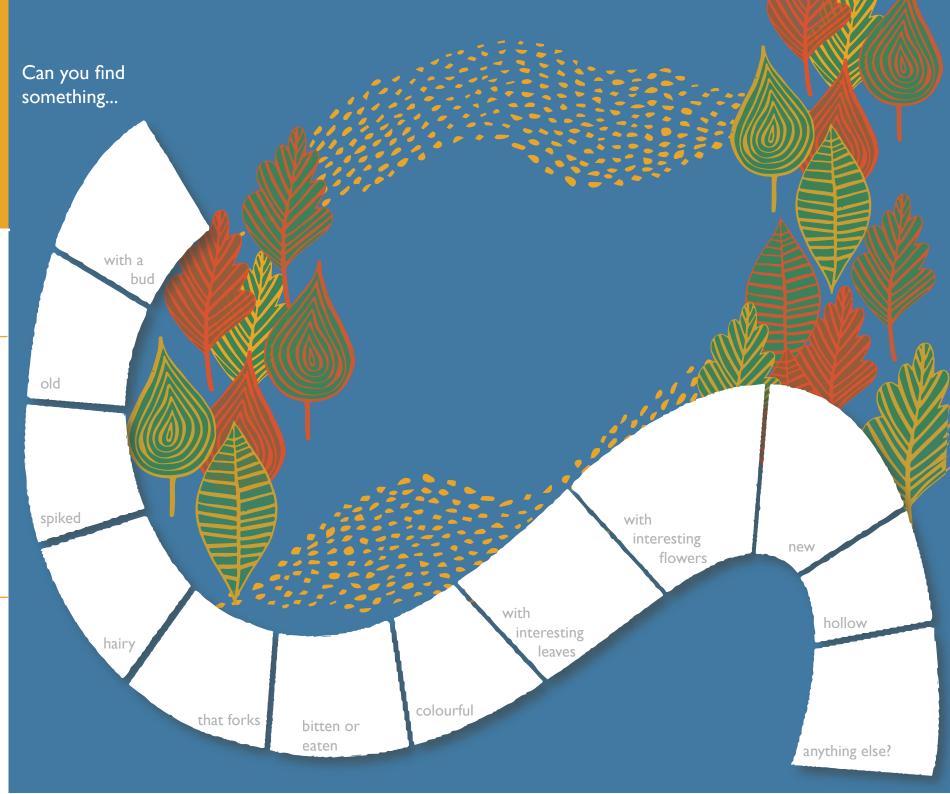
You can do this as a family or individually. Write or draw what you find in the boxes

TIP!

Take a magnifying glass for a closer look. Can you identify the plant?

Take a camera to record your findings.







SCAVENGER HUNT

Short LENGTH

3-103

AGE WHERE

Any park or green space

Look for objects in the park that match the words on the path. They could be man-made or natural. You can do this as a family or individually. Draw in what you find.

TIP!

Why not make it into a competition

- I mark for each answer
- I mark for each unusual or interesting answer







SEASONAL SAUNTERS

LENGTH Short

AGE 3-103

WHERE Any park or

green space but particularly those with interesting features such as rivers, big trees, or wild flower

meadows.

Why not do the same walk over several seasons or in different weathers and note the differences. A walk on a bright and sunny day can be very different to the same walk in an autumn mist.

Here are some ideas:

Keep a weather diary – record the temperature and weather on each walk

Take photographs or draw pictures so that you have a record

Keep a nature diary of what you see. For example, what were the trees doing – bare twigs, buds, green leaves or autumn colours and what birds were around. What flowers are there and when do they appear.

Go cloud spotting

Go for a walk in the mist, rain or snow as well as on bright sunny days.

Go for a muddy walk, a leafy walk, or a spring walk in the crisp spring air. You could see who can get the muddiest, who can collect the most unusual autumn leaves and who can see the first snow drops.





SHAPE STRIDE

LENGTH Short

AGE 3-103

WHERE Any park or

green space

Look for objects of different shapes on your walk to the park and in the park. They could be man-made or natural. When you find a match name your object in the right box or draw it in.

TIP!

Why not make it into a competition

- I mark for each answer
- I mark for each unusual or interesting answer.

Take a camera to record what you find. Older children could look for 3D objects.



