

Active Adventure Programme

Creations

Objectives

- Working as a team effectively
- Use imagination for design ideas
- Use key skills to overcome challenges

Resources

Indoor

- Cones
- Spots
- Bands
- Skipping ropes
- Bean bags

Outdoor

- Sticks
- Twigs
- Grass
- Whiteboard/
piece of paper
and pen
- Leaves
- Rocks



Let children choose their own design. Our example shows groups using Car, Train, House, Tree and Face

Delivery notes

The aim of the activity is for groups to complete a chosen design using resources given.

- Split the children into small groups.
- Give children pictures of different objects. (for examples: house, car, tree, face)
- Using a whiteboard/piece of paper and pen, ask children to design their own image from one of the images previously shown.
- Ask the children to think what resources they could use to be able to build their image.
- Give children a set time to go and collect the resources they need. Encourage children to work as a team and designate who is going to collect each item.
- Give children a set time to design their idea using the resources they just collected.

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Challenge 1

You can make this activity challenging by the teacher giving the children an image they must create and giving them limited resources to be able to do so.

Children need to work more effectively with the items they have.

Challenge 2

You can also make this more challenging by hiding the resources the children are able to use.

Children need to work effectively together to collect all the items they need in the time limit they have been given.

Differentiation: STEP Framework

Space

Give the children a specific space to work inside. Limit the space they can explore meaning they need to use the resources they do have access to more effectively.

Task

You could use a map during this activity. Hide the resources the children will need to create their design. Mark where the resources have been hidden with an 'X' on the map. Children then must create a route and retrieve as many items as they can in the time limit given.

Equipment

Limit the resources the children can use. This will stimulate quick thinking when working under pressure to use resources more effectively.

People

Limit the children in each group allowing each person to have more responsibility.