

# Section 4 Learning Outside the Classroom projects



This section contains case studies of projects that have been carried out in schools. Each one uses a central narrative, character or theme to teach an imaginative sequence of sessions that covers many different aspects of the curriculum. (The term 'session' has been used instead of 'lesson' because some take up more time than a single lesson.) Each project links learning *outside* the classroom with learning *inside* the classroom, and the projects include work in the school buildings, the grounds and the local area.

The case studies can be adapted, in part or as a whole, to be used in your school or educational setting. Many of the sessions include both teacher-led activities and opportunities for child-initiated learning. The teacher-led activities can be taught with small groups or the whole class (which may be more appropriate for Key Stage 1). The child-initiated (independent) activities fit in well with the 'free flow' approach to the Early Years Foundation Stage, but could also be offered to children in Years 1 and 2.

Each case study outlines the *Every Child Matters* outcomes which were covered in the project, gives links to the eight strands of Learning Outside the Classroom, and details the key skills that were developed. The case studies each end with an evaluative section, detailing which aspects of the project were particularly successful and which aspects could possibly have been taught in a different way. 'Teacher Sheet 1: Project Evaluation' in Section 6 can be used to evaluate your own projects.

The projects were as follows:

Project  
1

## Home Sweet Home

This project is about human and animal homes and habitats, and features 'Harry the Woodlouse'.

Project  
2

## Down by the Sea

In this project, the children help Sandy, a crab who lives in a sandcastle, find a new place to live.

Project  
3

## Treasure Hunt

In this project, the children search for treasure, hidden by the Seven Dwarfs, and hide some of their own.

Project  
4

## Environment Explorers

In this project, the children help an alien with its school project by finding out about Planet Earth.

Project  
5

## Reduce, Reuse, Recycle

In this project, the children meet a 'Rubbish Monster' and become 'Recycling Superheroes'.

