Forest School Planning Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Pre School	Explore woodland, autumn materials, animal shelters, basic tools, fire circle and simple games.	Animals and minibeasts, small shelters, peelers, clove hitch, flint and steel, natural crafts.	Spring changes, plants and minibeasts, mini shelters, mallets, palm drills, fire and clay.	Habitats, tripod shelters, simple knots, tools, fire-lighting and natural-material crafts.	Summer wildlife, shelter building, tool skills, fire cooking, knots, art and imaginative games.	Revisit plants and wildlife, collaborative shelters, familiar tools, fire, knots, games and seasonal changes.
Reception	Explore woodland, autumn changes, animal shelters, basic tools, fire and simple knots.	Animals and habitats, shelters, peelers, palm drills, clove hitch, flint and steel, natural crafts.	Spring growth, plants and minibeasts, tripod shelters, tools, fire-lighting and clay.	Habitats, shelter building, knots, tool skills, fire cooking and natural-material crafts.	Summer wildlife, collaborative dens, tools, fire cooking, knots, art and games.	Plants and wildlife, shelter building, tool development, fire, knots, games and seasonal changes.

Year Group	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
1	**Environment:** Identify common plants, trees, animals and seasonal changes.	**Shelter:** Build a simple tepee using natural materials	**Tools:** Develop hammer, mallet, peeler and palm-drill skills.	**Creativity & Games:** Natural crafts, clay and Forest School games.	**Challenge:** Work together to build a simple shelter	**Fire:** Explore the fire triangle, make sparks and cook simple food.

				imaginative games.		
2	**Environment:** Explore local plants, trees, animals and habitats.	**Shelter:** Build a lean-to and use simple knots.	**Tools:** Hammer, drill, peel and join materials to make objects.	**Creativity & Games:** Develop natural-material crafts and independent games.	**Challenge:** Work as a team to build and improve a shelter.	**Fire:** Build simple fire structures, light cotton wool and cook. crafts.
3	**Environment:** Identify species, habitats, adaptations and simple food chains.	**Shelter:** Build free-standing shelters and develop knot skills.	**Tools:** Combine drilling, peeling, sawing and joining techniques.	**Creativity & Games:** Explore food chains through play, art and natural materials.	**Challenge:** Design and build a functional group shelter.	**Fire:** Build a fire structure, light it and cook simple food.
4	**Environment:** Explore classification, habitats, food webs and adaptations.	**Shelter:** Use tarps and advanced knots to build waterproof shelters.	**Tools:** Develop saw, secateur, lopper and construction skills.	**Creativity & Games:** Develop independent creative projects and games.	**Challenge:** Design, build, test and improve a shelter.	**Fire:** Select fuel, develop fire structures and cook in different ways.
5	**Environment:** Explore biodiversity, food webs and interdependence.	**Shelter:** Independently plan and build a waterproof shelter.	**Tools:** Develop bow-saw, whittling and combined tool skills.	**Creativity & Games:** Lead games and develop independent natural-material projects	**Challenge:** Complete a group shelter and construction challenge.	**Fire:** Explore fire structures, natural tinder, charcoal and cooking.
6	**Environment:** Understand	**Shelter:** Independently	**Tools:** Select and combine a	**Creativity & Games:** Lead	**Challenge:** Complete an	**Fire:** Independently manage fire-lighting

	ecosystems, biodiversity, adaptation and environmental change.	design, build and evaluate a functional shelter.	wide range of tools for complex projects.	activities and develop original projects using Forest School skills.	independent Forest School challenge, applying and evaluating previous learning.	processes and explore varied cooking methods with adult supervision.