

The Woodland Federation



KS2 Enrichment Programme

Kings Nympton Primary
School
2026-27

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Carousel

	Term
Outdoor learning Mrs Blacker / Mrs Miali	Autumn 1
House design challenge Mrs Miali	Autumn 2
Inventor's challenge & Dragon's Den Mrs Miali / Mrs Fenemore / Mr Slocombe	Spring 1
Animation challenge Mrs Miali	Spring 2
Mascot design challenge Mrs Miali	Summer 1
Cooking challenge Mrs Miali	Summer 2

Autumn 1: Week 1 Team Building

All teams will take on a team building Escape Room challenge in the first week of the Autumn term. This will give them the opportunity to strengthen their bond as a Tree Group team.

An escape room challenge is a timed, team-based activity where participants work together to solve a series of puzzles, riddles, and tasks in order to unlock a final code or complete a mission. The goal is to “escape” the scenario or achieve a final objective before the time runs out.

In this challenge, learners are placed into small teams and given a storyline, such as a locked laboratory, a missing explorer’s case, or a survival situation. Each team must complete a sequence of linked puzzles that test skills such as problem-solving, communication, logic, and teamwork. Every correct answer reveals part of a final code or clue.



Outdoor learning

Forest School is a long-term, learner-centred approach to education that takes place in a natural outdoor environment. Rather than being a series of outdoor lessons, it is a way of supporting children's holistic development through regular, hands-on experiences in nature.

Typical Activities

Activities vary according to children's interests, the season and the site, but may include:

- Shelter building
- Nature identification
- Den building
- Tool use
- Campfire cooking
- Natural crafts
- Storytelling
- Bug hunting and habitat exploration
- Woodland games
- Tree climbing
- Nature journaling
- Environmental conservation projects



Design a house challenge

“Design Your Dream Sustainable Home”

Big Idea

Pupils become architects and designers, creating a home that is:

- Functional (floor plan)
- Beautiful (interior design)
- Affordable (budgeted)
- Eco-friendly (sustainable)

6-week programme:

Week 1: What makes a good home?

Discuss: What is a home? What do we need in one?

Compare different types of houses (flats, terraced, detached)

Walk around school/local area to observe buildings

Sketch favourite rooms or houses

Week 2: Floor plan designers

Learn what a floor plan is (top-down view)

Introduce scale (e.g. 1 square = 1 metre or 1 tile)

Design basic house layout (rooms, doors, windows)

Experiment with room placement (kitchen near dining, etc.)

Week 3: Interior designers

Design individual rooms (bedroom, kitchen, living room)

Think about furniture placement and colours

Create mood boards using magazines/drawings

Discuss function: What happens in each room?

Week 4: Budgeting & Real-life Costs

Introduce simple budgets (e.g. £100,000 imaginary house budget)

Assign costs to items (windows, furniture, solar panels, etc.)

Make choices: what can we afford?

Adjust designs based on budget limits

Week 5: Sustainable homes

Learn what makes a home sustainable

- Solar panels
- Insulation
- Recycling systems
- Water saving

Design eco features for their homes

Add sustainability upgrades to floor plans

Week 6: Build & present

Build 3D model of house (cardboard, recycled materials)

Finalise drawings and boards

Practise presenting house design

“House Showcase Day” for parents or another class



Inventor's challenge & Dragon's Den

Big Idea

Pupils become inventors and entrepreneurs, working in teams to:

- Solve real-world problems
- Design an invention
- Build a prototype
- Budget costs
- Pitch to a "Dragon's Den" panel – Mrs Fenemore, Mr Slocombe

6-week programme:

Week 1: Become an inventor!

What is an invention? Famous inventors (simple examples)

Brainstorm everyday problems in school/home

"What if...?" challenge prompts

Introduce teamwork groups and roles (designer, builder, presenter, budget manager)

Week 2: Idea Development & Design

Each group chooses ONE idea to develop

Draw initial invention sketches

Label parts and explain how it works

Peer feedback ("2 stars and a wish")

Week 3: Prototype Building

Use recycled materials to build prototype (cardboard, bottles, paper)

Test and improve designs

Problem-solve construction issues

Week 4: Inventor Budgeting

Assign simple costs to materials

Estimate production cost of invention

Decide selling price

Discuss profit (basic level: selling price minus cost)

Week 5: Pitch preparation

Write a simple pitch script:

- What is it?
- What problem does it solve?
- Why is it special?
- How much does it cost?

Create posters or slides

Practise presenting in groups

Week 6: Dragon's Den Final Pitch Day

Groups pitch inventions to "dragons" (teachers/parents/other class)

Dragons ask questions:

- How does it work?
- Why should we invest?
- What makes it better than others?

Feedback and "investment tokens" or points awarded



Animation challenge

Big Idea

Pupils become animators and storytellers, planning and creating a short animation from idea to finished film.

- A story
- Characters
- Backgrounds/scenes
- Sound effects or narration
- A class "Film Festival" screening

6-week programme:

Week 1: Story and characters

What is animation? Watch simple examples

Brainstorm story ideas (funny, adventure, animals, superheroes)

Create main characters (draw and describe)

Decide: What happens in your story?

Week 2: Storyboarding

Learn what a storyboard is (like a comic strip)

Break story into 4–8 simple scenes

Draw each scene with short captions

Think about beginning, middle, end

Week 3: Build characters & backgrounds

Create characters using paper, card, clay, or digital tools

Make backgrounds (classroom, forest, space, city etc.)

Prepare props for animation

Week 4: First animation test

Introduce stop-motion or animation app (e.g. iPad/tablet)

Take test photos (move character slightly each time)

Learn about frames and movement

Fix problems (lighting, stability, spacing)

Week 5: Create the Full Animation

Film full story scene by scene

Add movement carefully (small steps each frame)

Check continuity (characters don't "jump" too much)

Add backgrounds and props

Week 6: Edit & Film Festival

Add sound effects, music, or voiceover

Simple editing (trim clips, add title)

Create movie title screen and credits

Host a class "Animation Film Festival"



Design a mascot

Big Idea

Each child designs and creates a handmade personal mascot representing their class identity.

All mascots are displayed together in a Gallery Exhibition, alongside banners and name plaques. The collection becomes a celebration of belonging and creativity.

6-week programme:

Week 1: Discovering Class Identity & Designing Mascots

Understand symbolism in design

Explore animals and characters

Develop ideas linked to group identity

Week 2: Fabrication Skills – Building the Base

Learn basic construction and joining techniques

Turn 2D designs into 3D forms

Week 3: Adding features & personality

Develop fine motor skills through detail work.

Translate design features into 3D form

Week 4: Textile Decoration & Personalisation

Explore decorative craft techniques

Develop individuality within a shared theme.

Embroidery, fabric painting or printing, group identity badge/emblem, personalise.

Week 5: Strengthening, Finishing & Display Preparation

Refine craftsmanship.

Prepare work for public display.

Secure loose parts and reinforce structure.

Week 6: Gallery Exhibition & Celebration

Present and explain creative work.

Reflect on process and achievement.

Set up Gallery Exhibition.



Cooking challenge

Big Idea

This project goes beyond simply cooking recipes. Children work in teams to research, design, budget, test, market, and launch their own café concept, culminating in a café event where they serve and present their products.

- A café name and logo
- A healthy menu
- Costed recipes
- Marketing materials (posters, menus, adverts)
- A café stall or display
- A food product to showcase
- A presentation to customers/judges

6-week programme:

Week 1: Research & Market Investigation

Investigate local cafés and menus

Discuss healthy eating and customer needs

Taste-test healthy snacks and drinks

Identify target customers (children, families, teachers)

Week 2: Create Your Café Brand

Choose a café name

Design a logo

Select colours and branding

Design the café's theme

Week 3: Menu Design & Recipe Development

Research healthy ingredients

Design a menu with:

- Main item
- Snack
- Drink

Write recipes

Consider dietary needs

Week 4: Budgeting & Costing

Learn about ingredients and costs

Calculate recipe costs

Decide selling prices

Discuss profit

Week 5: Marketing & Product Testing

Create posters and advertisements

Design menus

Conduct product taste tests

Gather feedback

Improve recipes

Week 6: Healthy Café Launch Event

Set up café stalls

Present menu and branding

Display costing and sustainability information

Serve samples (where possible)

Pitch café concept to visitors

