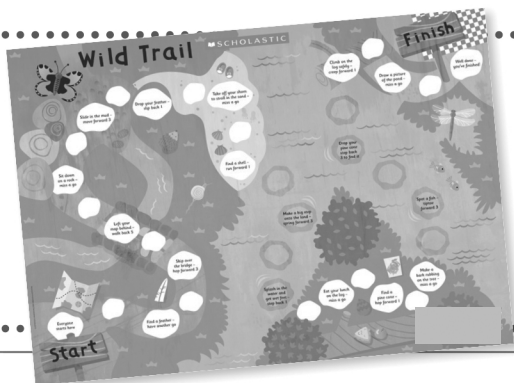


WILD TRAIL

You'll have great fun using this colourful poster as a board game, but it can also be the focus of a wide variety of exciting 'Wild play' experiences and displays



How to use the poster

See the 'How to play the Wild Trail game' notes on the back of this poster for guidance, as well as for ideas about extending the activity. You could display the poster indoors or outdoors to inspire ideas for imaginative small world and role play related to 'Wild play'.

Consolidate and extend the activities in this issue by encouraging children to discuss and make links between the poster and the natural materials, wildlife and outdoor environments they have investigated.

Activities to support the Early Years Foundation Stage

Personal, Social and Emotional Development

- Discuss the notion of a 'wild trail'. Invite the children to walk the wild trail on the poster with two fingers, pausing to discuss areas of danger where extra care will need to be taken; for example, crossing the pond, climbing on the log or sliding over the mud. What clothes should be worn and how should the children behave on the trail? Emphasise the country code and respect for wildlife living there.
- Repeat the 'finger walking' trail, above, this time discussing possible feelings along the way; for example, decide which will be the most scary/funny/interesting/sad and exciting parts of the trail.

Communication, Language and Literacy

- Read the words on one of the stepping stones and then ask the children to find the object/creature mentioned, such as the fish. Now ask the children to find the word 'fish' in the stepping stone direction, giving hints if necessary, such as asking them to find the letter for the initial letter sound.
- Make up a story based on the poster and the words of the rhyme *We're going on a bear hunt – We're going on a wild trail, we're looking for adventure, are we scared?*

Maths

- Cover the natural objects that are mentioned on the stepping stones on the poster, such as the shells, with grey card 'rocks'. Moving from 'Start', direct children towards a particular rock using positional and directional language, for example: *Walk over the bridge and beside the snail on your way towards the sand*. Ask them to guess what is under the rock by reading the nearby clue and then uncover the item.
- Using the poster, reinforce counting skills by posing questions, such as: *How many stepping stones are in the water/on the bridge/in the sand?* Make your own version of the game using the online-only resource, 'Textured circles'. Cut out the shapes with the various natural materials and then arrange them in a stepping stone path.

Understanding of the World

- Ask the children if they can find any of the natural materials that they identified in close-up on this issue's other poster,

'Natural textures', on this game, such as, sand, bark or mud. Pose comparisons to your children: *What is the difference between the artist's impressions of natural materials, such as shells and a feather, on this poster with the actual close-up photographs?* Use magnifying glasses to explore natural materials more closely.

- Discuss the different wildlife habitats that can be identified along the poster trail and find the creatures that live there; for example, the fish and dragonflies in and around the water and bank areas, and the hedgehog and butterfly near grass and the bushes. Investigate evidence on the poster further: *How do we know that there is a bird around? What might be hiding under the stones, logs and mud?*

Physical Development

- Download the 'Wild Trail activity words' that feature all the movements given on the stepping stones, such as 'skip', 'step' and 'climb', and laminate to make a set of cards. Turn cards face down in the centre of a circle and play a musical game involving moving around the circle until the music stops, then choosing a card. The children must then adopt that stance, action or movement until the music stops again.
- Create a large outdoor version of the trail with non-slip carpet tiles replacing the stepping stones. Provide large dice and a box of laminated instruction cards using the activity words for children to copy after each throw. For example, a child throwing a five and picking a card saying 'tiptoe' must tiptoe across five tiles.

Expressive Arts and Design

- Find the stepping stone that asks the player to make a bark rubbing and the nearby illustration of the rubbing. Create bark rubbings and take close-up photographs of bark. Compare real bark with the rubbings, the bark images on the two posters and the photographs.
- Create a small world version of the wild trail in a play tray using the poster for ideas. Make stepping stones from flat beach pebbles, add model creatures and introduce small world characters to explore the trail.

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