

# LEEDS CASTLE'S A WALK ON THE WILD SIDE



## WORKSHOP PROGRAMME

This workshop is designed to cover a selection of requirements for Art & Design, Science and English. This workshop can be delivered at Key Stage 1 (Years 1-2) and lower KS2 (Years 3-4). It covers a number of the listening and speaking requirements of Key Stages 1 & 2 English. In the KS 1 & 2 Science requirements it covers large areas of life processes, humans and other animals, variation and classification. In the Design and Technology requirements of KS1 & 2 it covers a large range from the design and making sections.

## LEARNING OBJECTIVES

The workshop is led by Leeds Castle education staff who will support the pupils in looking at, and thinking about British wildlife, including habitats, adaptation and life processes. They will learn how to work with clay, and will design and sculpt their own owl out of clay to take home.

## WORKSHOP SESSION

The session in the Education Centre will include a fun and interactive discussion about the various types and species of flora, fauna and animal life that can be found at Leeds Castle and throughout the English countryside.

During the session, there will be the opportunity for six children to dress up as an animal as we discuss the differences in their habitats, diets, reproduction and also what all animals share in common.

There will also be an owl present.

During the second part of the session each child will make an owl from clay to take home.

The materials used are non-toxic paints, air-dry clay and craft accessories. Overalls will be supplied; however students should be advised not to wear their "best" clothes.

The workshops are sessional and do not include a guided tour of the castle, or the use of the Education Centre for lunches. There are picnic tables available by the maze. You are welcome to self-guide in the castle.

Included in your pack is a Teachers' Castle Guide to assist you in the castle and we also offer a choice of trails on our website that are available for download. We hope that you also find time to enjoy our fun areas, such as the maze and grotto, and the playgrounds.



## TIMETABLE OF THE DAY

We are an inclusive venue and can accommodate groups of up to 180 children. The timetable you follow will depend upon the size of your group.

The timings shown are approximate and can vary depending on how the workshop and tours progress. We are able to be flexible and the Education Leaders will consult with you on the day if there are particular circumstances or considerations.

### Timetable 1 - For group size 40 and below

WHOLE GROUP	
10.00 am	Coach to drive to Ticket Office where you will be met by your Education Leader.
10.15 am	Directed to the Education Centre by staff
10.30 am	Workshop session
11.30 am	Lunch,
12.00	Free Time
12:45 pm	Self Guided Tour of Castle

### Timetable 2 - For group size 41 – 75

GROUP A		GROUP B	
10.00 am	Coach to drive to Ticket Office where you will be met by your Education Leader.		
10.15 am	Directed to the Education Centre by staff		
10.30 am	Workshop session	10.45 am	Self Guided Tour of Castle
11.45 am	Lunch & Free time	11:45 am	Workshop session (Ensure that toilets are used beforehand)
1.00 pm	Self-Guided Tour of castle	1.00 pm	Lunch & free time





## TIMETABLE OF THE DAY

### Timetable 3 - For group size between 75 – 100

GROUP A		GROUP B		GROUP C	
10.00 am	Coach to drive to Ticket Office where you will be met by your Education Leader.				
10.15 am	Education Leaders to liaise with teachers regarding workshop timings				
10.30 am	Arrive at Education Centre and workshop session	10.30 am	Free time & snack	10.45 am	Self-guided Castle tour
11.30 am	Self-guided Castle tour	11.45 am	Workshop session (Please arrive by 11:40 and ensure that toilets are used beforehand)	11.30am	Free Time & Lunch
12.30 pm	Lunch & free time	12.45 pm	Lunch & Self-guided Castle tour	1.00pm	Workshop session (Please arrive by 12.55 and ensure that toilets are used beforehand)

## BACKGROUND INFORMATION

There are different kinds of gardens and parkland throughout the grounds of Leeds Castle. They are all teeming with hundreds of varieties of trees, plants, shrubs, insects, birds and animals.

The day will include the opportunity to complete a self-guided Wildlife Trail through the grounds of Leeds Castle. Additional copies are available to download free from our website. It has been written so that it can be done individually, in small groups, or led by an adult.

Should the weather be inclement and a walk undesirable it can also be completed back at school as part of your follow up activities.

We will be discussing many different animals, and will often be led by the responses from the class, but specific animals will include: Owls, Frogs, Badgers, Swans, Fish, Wasps, Humans!

The children will then be led through the creative, artistic section and make an owl from air dry clay to take back to school.

Comprehensive instructions are given verbally and visually, step by step, but with the opportunity for additional creativity if appropriate.  
All costumes, materials and tools are supplied.

The clay owls will be boxed up, and taken to the Park Shop for you to collect on your way out



## FOLLOW-UP IDEAS FOR THE CLASSROOM

### Clay Sculptures

- The clay used is air-dry clay and therefore the owls should be allowed to dry naturally, at room temperature, for a minimum of one week. After this time they can be painted by mixing dry powder paint or ready mix with PVA Glue.

It is very important that students do not add water.

Before they start to paint, pupils should consider the colours they are going to use for their work. Is their owl going to be true to life, or a fictional, colourful, maybe even a psychedelic owl?

Keep colours crisp by using one brush per colour.

### Art & Design

- Design a different bird to sculpt or draw. Look carefully at the characteristics of the bird to make the most of beak, feathers etc.
- Thinking of habitats, design and create a class wildlife area using different materials for the sculptures of different animals, trees and plants.
- Discuss the different media that can be used in sculpture.

### ICT & English

- Ask your pupils to bring in current magazines and as a group, discuss how many images of animals and plant life are used for marketing and advertising. What does an animal bring to a tea bag?
- Ask the children to write one sentence about the owl they made during the workshop at Leeds Castle. Then ask them to think about the adjectives they could use to make the sentence better.

### Science

- Discuss how different animals reproduce. Create a table of 3 columns with the headings, eggs, seeds and live bearers. Cut out pictures of various living things (and some non-living) and ask the class to confer and place them in the right column.
- Animal A - Z game: Think of an animal beginning with each letter of the alphabet, and follow that with a food it would eat. (This can be played on the coach on the way back to school too).
- Create a life-cycle wheel for each animal found on the Wildlife Trail. This can be done individually or in a group.

