



## TreePips Education

The assemblies and story-telling sessions provide an opportunity to engage children in the wonderful world of trees. They will learn about the oldest, tallest and fattest trees in the world, and discover why ALL trees are important.

This will be followed by up to 4 workshop sessions, either inside or outside the classroom. The aim is for children to understand trees (i.e. their structure; the resources they need to grow; how to identify different species), and to be aware of their many benefits, particularly in cities.

Workshop topics include:

### Key Stage 1 (and children with special educational needs)

-  Introduction to Trees – Learn the parts of the tree, and their function as important habitats, using an interactive jigsaw, and singing songs; discover the resources that trees need to grow through drama and Q&A.
-  Tree Identification – Find the leaves that match the silhouettes in this fun, outdoor leaf hunt activity.
-  Sensory Activities – This range of outdoor activities encourages children to explore trees using a range of senses. Activities include the 'Know Your Tree' blindfold game; 'Tree Art' making pictures from natural materials (leaves, seeds etc), and tree monsters from clay; scavenger hunts (e.g. find a piece of mossy bark, 3 different types of leaves, something smooth/spiky/yellow etc); smelly cocktails; and 'Listening to Nature'.
-  Global Issues – Hear the story of Amrita and the people of her village who saved their trees from being cut down by the Maharajah in India, and discover why these trees were so important to their survival.

### Key Stage 2

-  History of Trees - Discover the changing use of trees over the centuries leading up to their importance today – to people, to wildlife and to the environment.
-  Habitats and Food Chains – Learn the importance of trees as a habitat, and as a vital link in the food chain. Discover the invertebrates that rely on trees for their survival, go on a mini-beast hunt, and make a bug hotel so the bugs have somewhere to live whilst waiting for their trees to grow!



Tree Identification – Learn how to use simple keys to identify the most common trees using leaves / buds. Make your own Tree ID key.



Mapping and Recording - Here, the children will be involved in the planting plan, where appropriate, and will map the trees which will be displayed in their classroom. They will discover more about the trees they will be planting/have planted, and learn how to identify them (see above). The map will include pictures of how the trees will look when they are mature; facts about the trees, including past and present uses; and tree data (measuring height and circumference of tree when planted, number of buds etc.) This data will form the start of a Tree Diary that will be continued by the teachers after the project, and include details such as date of first bud, first leaf, distinguishing features, growth charts etc.



Tree Survival Game – This covers local and global issues, teaching the children why trees are important and what they need to survive. The aim is for each team to gain as many resource cards (sun, soil, water) as possible by picking ‘survival’ cards, answering multiple choice questions, and engaging in fun, competitive activities (e.g. go and find 3 types of seed), whilst being careful not to pick a Calamity Card (e.g. ‘a woodland has been felled to build a new supermarket– lose a resource card’) The winning team is the one that has the most resource cards after 20 minutes.



Tree Trumps – Learn about native trees, their benefits, and why we need them.

TreePips will provide resources to schools which will be available on the BCC website. These will be continually updated over the duration of the project, and be available after the project has ended.

