

Telling Tales

- This link explains how to make a story chair in the school grounds to bring literacy outside.
<http://www.growingschools.org.uk/Resources/Downloads/Final%20Stoytelling%20Chair.pdf>
- Make a leaf man - work on developing characters
- Micro journeys – using the school grounds to plan an adventure
- Journey sticks
- Wild imaginations- A warm up activity before creating a story

The Leaf Man (developing characters)

The potential of leaves and other objects to be used in outdoor literacy activities is huge. For example, after hearing the story of the [Leaf Man](#) by Lois Ehlert, children can create a leaf man outside on the playing field or on a patch of soil, either in groups or individually. This can be used to develop character descriptions that consider :

- The physical aspects of the leaf man
- The sort of life he might have
- Where he chooses to live
- What he thinks about and feels

Micro Journeys

Each child has a 1 metre length of string. Undertake a scenario with the children where they imagine they have shrunk to the size of their thumb. Get the children to lie down on their tummies and look at the place at ground level. If you have magnifying glasses this can help.

Next the children have to look around their grounds and decide which place would provide a challenging adventure for a thumb-sized person. Use the string to layout the route. Sometimes handing out a pine cone or lolly stick to represent the person can help too, so that each child can walk their mini person through their journey.

After that the children make a plan of their micro-journey. On a piece of card they sketch their adventure. For example, a molehill might be "Swallowed Up Hill" – as there is a risk of the little person being buried in the soil. A large rock or stone, might become a cliff that has to be climbed using a rope and climbing equipment. A puddle might become a lake and need a piece of bark to become a boat to cross it. One option is to provide metre long strips of paper that become a life-sized plan.

If you have a barren playground with mostly tarmac and grass, take out some nuts, shells, sticks and other materials which the children can also use to their create their adventures. However part of the fun is looking around the grounds for the most exciting micro journey using the features already there.

Journey Sticks

This is a well-known activity that is used for oral story telling and is useful for longer excursions. Each child needs a stick with some wool attached. As the children undertake their walk, they pick up different objects that they find interesting and use the wool to wrap it on or around their stick. Objects that remind the children of a place they liked or something they saw can also be wrapped onto the stick. For example, a feather might indicate a bird they saw. A leaf may be used to remind the child of a tree they sat under to have a snack, etc. At the end of the journey, the children can recall their journey through the use of the objects they gathered.

Wild imaginations

Tell everyone to go and collect one thing (they don't need to know what this thing is called). When they come back, ask them to get into pairs and each tell an 'untruth' about their object to the other person. Give an example of what you mean, such as 'This [blade of grass] is a raft for ants, for when they go white water rafting, which they do every second Saturday.' Or 'This [holly leaf] is the fossilised remains of a pin cushion that the Skinny People of Skinny Woods used to keep their pins in.' ... Do encourage them to let rip with their imaginations!

Once everyone has told their partners, ask them to tell three other people what their object is, each time adding something new to tell about what it's used for or who uses it, etc. Then bring the final pairings together in a circle, and ask each person to tell the group what their *partner's* object is / what it's used for / who used it, etc. You might find that some objects are related, have a similar use, or are used by the same creatures! This could lead on to making up a story incorporating everyone's objects. The objects could then be used as the basis for pictures and sculptures to illustrate the story, on a story trail.

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