

YEAR 3 EDIBLE PLAYGROUND CURRICULUM GUIDE

Edible
Playgrounds

A list of activities which are age and year group appropriate, linking to the National Curriculum. If your school follows your own curriculum then please use these activities as an indicator and adapt the ideas to suit the needs of your class.

YEAR 3	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Reading texts	The Street Beneath My Feet by Yuval Zommer		The Giving Tree by Shel Silverstein		The 13-Storey Treehouse by Andy Griffiths	
Literacy	<p>Create a storytelling scenario by fixing up openings, characters, settings, problems, endings around your Edible Playground. Children choose one from the Edible Playground and then retell their stories using the prompts given. <i>(speaking and listening)</i></p> <p>Write a variety of words on pebbles and stones, children to make sentences using them. <i>(grammar)</i></p>	<p>Using two colours, hide root words (near the roots of your plants!) and prefixes/suffixes around the rest of your Edible Playground. What words can the children make using the root words and the prefixes/suffixes? <i>(grammar)</i></p> <p>Make your own character out of sticks and write a story about them <i>(fiction writing)</i></p>	<p>Re-write own version of the 'Giving Tree' using another metaphor in nature. E.g. picking roses. <i>(fiction writing)</i></p> <p>Take one of your favourite quotes from 'The Giving Tree' and paint it on to recycled bits of wood to make inspiring signs around your Edible Playground. <i>(handwriting)</i></p>	<p>Write an information sign detailing the living beasts that live in your Edible Playground. Write it as if it was being displayed in a public space. <i>(non-fiction writing)</i></p> <p>Use willow wands to tell stories by passing it around and each child adding to the story. Hold up different tools to represent when a conjunction, fronted adverbial, powerful adjective has been used. <i>(speaking and listening)</i></p>	<p>Provide a seed packet full of emotive and descriptive language. The class have to edit and rewrite it in the correct style. <i>(non-fiction writing)</i></p> <p>Create, design and publish your own seed packet - put some seeds in them! <i>(non-fiction writing)</i></p>	<p>Make a storyboard from your class text using natural materials from your Edible Playground and see if the class can tell which part of the story it is. <i>(fiction writing)</i></p> <p>Act out the scene you have created in your Edible Playground. <i>(speaking and listening)</i></p>
Numeracy	<p>Multiplication and Division</p> <p>Games in your Edible Playground: children throw balls and count in multiples, the teacher asks children to get different groups of multiples, children collect objects and find a partner and then multiply or divide by the number of objects they have.</p>	<p>Geometry</p> <p>Identify the different 2D and 3D shapes you can see in your Edible Playground.</p> <p>Find examples of reflective symmetry in the plants/insects you find.</p>	<p>Estimating and Measuring, Data Collection</p> <p>Estimate the height and width of the plants. Measure and record results in a table.</p> <p>Using leaves/seed/stones create repeated addition tables to show how multiplication works.</p>	<p>Mental Maths Games</p> <p>Shout out a range of sums and children race to the correct answer hidden in the veggies.</p> <p>Set up a market and sell your produce practicing a variety of mental Maths skills such as adding and taking away. Take orders from customers and calculate the potential costs.</p>	<p>Number Sequences</p> <p>Create number sequences using fruit and other natural materials in your Edible Playground.</p> <p>Open seed packets and then make a number sequence out of the number of seeds in each packet. Can yours be solved?</p>	<p>Factors and Telling the Time</p> <p>Using natural materials and chalk,, create natural factor bugs. Which bugs are prime numbers?</p> <p>Children draw giant clocks on the playground and using sticks to represent the hour and minute hands, answer questions relating to time.</p>
Science	<p>Human Bodies: Skeletons</p> <p>Using twigs and sticks create a skeleton and identify the correct bones.</p>	<p>Plants</p> <p>Carry out an autumn harvest of fruit, nuts and seeds. Can you sort them into groups?</p>	<p>Rocks</p> <p>Experiment with the different types of stones and rocks you can find in your Edible Playground/outside space.</p>	<p>Light</p> <p>Experiment the impact of light on plant growth by setting up an experiment which gives different plants varying amounts of light. Extend to vary the amount of water.</p>	<p>Forces and Magnets</p> <p>Investigate the forces at play in your Edible Playground. E.g. flat wheel on a wheelbarrow, pulling up weeds, pushing a trowel into the soil.</p>	<p>Working Scientifically</p> <p>Set up an experiment with celery and food colouring to demonstrate how water and nutrients are transported to the leaves.</p>

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History	Stone Age Collect stones/bricks and create your own set of stone age tools with their own uses. Create a stone age raised bed displaying the objects you have found with laminated labels.	Iron Age Design an iron age inspired edible garden. What would have been growing there?	Ancient Egypt Using a stick and mud write some hieroglyphics out in your Edible Playground. The Egyptians grew cumin, dill, coriander, vinegar, lettuce and mustard, cinnamon and rosemary. They were among Ramses III's gifts to the temples. Can you grow any of these in your Edible Playground? Which ones and at what time of year?
Geography	Playground Mapping Map out the height of the trees/shrubs in the playground using the pencil and thumb technique. Label your trees and create a whole class map of the playground.	Geographical Skills Use a compass and thermometers to collect data from the Edible Playground. What's the difference in temperature in and outside of the greenhouse?	Physical Geography Sit in your Edible Playground and observe what different clouds you can see. Create a cloud map over the course of a week. How do the clouds link to the water cycle?
Art and Design	Mosaics/Tiles Create a selection of animal and bug themed mosaic tiles to decorate your bug hotel or seating areas.	Pointillism Create a picture of one of the plants growing in your Edible Playground using pointillism techniques.	Water Art Look at different buckets of water in a variety of containers and create water-based art using David Hockney as inspiration.
Design and Technology	Materials and their properties Plan and design a perfect bug hotel. Collect the materials needed and combine all the ideas bringing it to life.	Food Nutrition Select some of the cooking techniques you could use to make something with the produce from your Edible Playground.	Miniature Gardens Design your own perfect garden, then using small plant clippings from your Edible Playground, fill trays with soil and make a model of your garden.
Computing	Computer Programmes Create an information/educational poster using PowerPoint or Word to be displayed in your Edible Playground.	Animation Using plasticine and a series of drawings or photos, create a short animation of a frog going in and out of hibernation, or the life cycle of a butterfly.	Internet Safety/Online Bullying Create a poster which compares how you treat the wildlife in your Edible Playground to how we treat others online.
Languages (MFL)	Nouns (linked to the natural world) Label your Edible Playground in the studied language. Play a game where children must go to the place called out.	Direction (simple) In pairs, with one blindfolded, children use basic language to direct their partner from raised bed A to raised bed B. E.g. left 2, right 3.	Nature Themed Song Learn and perform an Edible Playground themed song in the language you are learning or even make up your own. Perform it in the outdoor space!
PSHE	New Beginnings What new beginnings can you find in your Edible Playground? E.g. winter shoots, spiders laying eggs. Link this to your current new beginning.	Receiving Using 'The Giving Tree' as your stimulus, discuss acts of kindness, making others happy. Link it to impacts on our environment.	Giving Organise a visit to a local elderly centre and take some produce you have grown. Can you make nature inspired art to share with them too?