

Progression in outdoor learning

We aim to provide outdoor learning as part of our every-day life at school rather than as an occasional 'added extra'.

Outdoor learning is important for so many reasons. The greatest of these are that outdoor learning and play:

- Provide an engaging and active approach to learning in our creative curriculum
- Promote children's social, emotional and physical wellbeing
- Support problem solving and resilience amongst our learners
- Link children more strongly to their environment and the natural world
- Combat the reduced amounts of access to active outdoor experiences that some of our children have in their wider lives

Our approach is to engage children's hearts, minds, learning, creativity, sense of fun and well-being through the outdoors, encouraging and supporting teachers to offer more and more learning opportunities out in nature. It is less of a forest school approach and more of a linking between our learning and being outdoors, making connections wherever possible with our environment.

With this in mind, we do not have a progression document for outdoor learning. This is because it is not a subject in itself, but rather a tool through which to engage children in creative, quality learning.

However, in line with the Institute for Outdoor Learning, we do see a general skill progression through our outdoor curriculum-based learning from nursery through to year six as follows:

Nursery and Reception	KS1 and lower KS2	Upper KS2
Outdoor learning which supports children to: <ul style="list-style-type: none"> - Feel a sense of attachment and connection to the environment - Be nurtured and supported - Feel secure 	Outdoor learning which supports children to: <ul style="list-style-type: none"> - Explore their local environment - Create memorable outdoor learning experiences - Engage in a greater understanding of their environment 	Outdoor learning which support children to: <ul style="list-style-type: none"> - Problem solve - Create a greater independence - Feel included in their local environment