YEAR 6 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 6	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Reading texts	**Lost Words by Robert McFarlane**		**The Secret Garden by Frances Hodgson Burnett**		**The Island by Armin Greder**	
Literacy	Ordering (using time and place conjunctions) the cycle of Edible Playground from autumn to summer. *(comprehension and grammar)* Take an image from 'Lost Word's and write your own piece of acrostic poetry. What natural world word would you have included? Why? *(fiction writing)*	Synonyms – Label parts of your Edible Playground with 'boring' adjectives. Children to choose an adjective and in groups to come up with more powerful synonyms. *(grammar)* Create a conscience alley in your Edible Playground of different plants and animals. *(speaking and listening)*	Write a play script based on two creatures or veg living in your Edible Playground. Imagine they could talk. What would they say? Submit your work to Trees for Cities so we can share it! *(fiction writing)*	Play a game of relative pronoun relay. Stand in your Edible Playground and describing what you can see, walk around making sentences using relative pronouns. E.g. This is the greenhouse where you can find the tools. *(speaking and listening)* Conduct a silent reading session in your Edible Playground. *(reading)*	Write a class recipe book using directional language and using a range of punctuation such as bullet points, semi-colons, and brackets. *(grammar and non-fiction writing)* Research non-native plant species and write a diary account of how it would feel being that non-native species in your Edible Playground. *(fiction writing)*	Research a naturist or famous Ecologist (David Attenborough, Charles Darwin). Write a biography on their life. *(non-fiction writing)* Using 'The Island' as inspiration, collect (temporarily) different bugs and insects from your Edible Playground. Put them in containers and write a poem based on their perspective. Remember to release them! *(fiction writing)*
Numeracy	**Identify common factors, common multiples and prime numbers** Write out a big 100 square using chalk in the playground. Groups are given their own criteria: common factors, common multiples, prime numbers, square numbers and see if they can find examples of them in your Edible Playground. Record where they have found them in the 100 square.	**Calculate, estimate and compare volume and area.** Investigate the volume of wood needed to build your Edible Playground. Using the same amount of wood, how could you have designed the space? Map the Edible Playground on squared paper and cut out the raised bed shapes to investigate alternative layouts.	**Ratio** Design plant plans that require pupils to demonstrate their understanding of ratios and proportions, e.g. dividing up a raised bed for seeding or planting including angles Create recipes using produce from your Edible Playground that involve solving problems with ratios of different ingredients.	**Recording and measuring standard units of measure to 2 and 3dp.** Using the formula: Circumference 1.5m from ground ÷ growth rate of the tree, calculate the age of any trees in your Edible Playground or nature space. Use the answers to round to nearest whole number or convert to fractions to work out how many years and months!	**Algebra/Data** Use plants, fruit and vegetables to introduce the use of symbols and letters to represent variables and unknowns in mathematical situations e.g. 2 apples (a) + 2 pears (b) = 2b = 2a Create a comparative bar graph of the different classes' favourite vegetable. Create questions and conclusions using the data. Create a comparative line graph using data you have collected.	**Problem Solving** What is the same and what is different? How many different ways could I show this? Write your own Maths investigation using ideas from your Edible Playground. Use some of the questions above. Share your investigation with your classmates and put up the best one in your Edible Playground for other children to read and solve.
Science	**Living Things and their Habitats** Identify birds in your playground. Design your own food chain with the chosen bird at the top. Can you see where the plants in your Edible Playground fit into this food chain? Research and observe the role of worms and mini-beasts in digesting organic matter and helping to create a nutrient rich soil.	**Electricity** Make solar panels and place in your Edible Playground. Design a scientific experiment to record where the panels work best. Provide equipment and leave groups to work out how to make a potato clock. Investigate with other vegetables. Will it work? Why? Why not?	**Forces** Design an experiment using a selection of leaves from your Edible Playground. Which leaves have the least/most air resistance? Why? How could this help seed dispersal? E.g. sycamore v's oak. Explore which fruits are rich in iron by conducting an apple (and other fruit) magnet experiment.	**Light and Shadows** Create light boxes from cardboard boxes lined with tin foil for growing seeds indoors (reflects light from all directions for better growth). Power an LED light using almost any fruit in the world. Explain what is happening	**Evolution and Inheritance** Look at different varieties of fruit and vegetables in your Edible Playground and research breeding for resistance to pests. Find examples of adaptations in your Edible Playground and how they are an advantage to the plant, e.g. climbing tendrils on beans and peas.	**Health and Lifestyle** Create a healthy 'Green Man' made of fruit and vegetables for a harvest festival celebration Collect snails from your Edible Playground and give them a carrot purge to record the speed of their digestive systems (they will eventually have orange faeces).

YEAR 6 EDIBLE PLAYGROUND CURRICULUM GUIDE

YEAR 6	TERM 1	TERM 2	TERM 3
History	**Benin/Mayan Study** Using natural resources in your Edible Playground (seeds, weeds, grass cuttings, sticks) and nature spaces, create a Benin mask or a Mayan temple structure.	**The Victorians** Explore making a Victorian diet of the poor and make your own vegetable gruel. What are the most nutritious/least nutritious gruels you can make?	**WW2 /Local Study** Project: Create your own Dig for Victory Edible Playground and design a propaganda leaflet to encourage others to grow their own fruit and vegetables at home.
Geography	**Map Work (global)** Create a spice map of the world. Locate different spices around the world and where they are grown. Choose two spices and see if you can create the conditions to grow them in your Edible Playground (e.g. lemongrass, turmeric, basil).	**Natural Environment** Research what a biome is and see if you can identify any features of different biomes existing in your Edible Playground and outdoor spaces.	**Coordinates** Using an ordinance survey of the local area – identify potential areas for food growing. Use examples of food growing in your school to analyse what conditions work well/not so well (shade, pollution, nearby inhabitants etc.). Record as OS coordinates.
Art and Design	**Sculpture** Create a sculpture using recycled products and display in your Edible Playground.	**Artist Study – William Morris, Warhol etc.** Create a poster for your Edible Playground in the style of one of the artists you are studying.	**Screen Printing** Using card or sugar paper stencils or ink rollers – print onto bunting using nature inspired images and display in your Edible Playground.
Design and Technology	**Design and Build** Design and build a solar-powered oven which you can put in your Edible Playground. See which ones are best at heating up water or wait until you have made soup from your own produce and see which ones heat up the quickest.	**Food Technology** Project: Learn how to make an autumnal soup using produce from your Edible Playground. Explore different types of bread and learn how to make bread to accompany your soup. Make and use a solar powered oven to heat your soup.	**Textiles** Using screen printing skills, sew and create a series of bunting to display in your Edible Playground with nature-inspired images.
Computing	**Web Design** Create a simple webpage about your Edible Playground. Provide background information on your Edible Playground, what it is used for, and what will be growing when.	**App Research** Research and design an App around healthy food eating/identifying different types of fruit and veg.	**Video Editing** Take a series of pictures/videos over the course of the term documenting the growth and presenting as a documentary how a plant grows.
Languages (MFL)	**Weather and Signs** Create a weather map for your Edible Playground in a foreign language. Make enter, exit and other signs for the Edible Playground and school grounds.	**Plant Names** Study the Latin names of plants and why we often have Latin names for plants. Can you label the plants in your Edible Playground with their Latin names?	**Money/Social Interactions** Put together all the language you have learnt and act out role plays in your Edible Playground. Use real produce to buy and sell using foreign currency: at the market, asking for directions, making a request.
PSHE	**Differing Opinions** Discuss the opinion of 'Lost Words' by Robert Macfarlane. Is it right that words representing the natural world such as fern, willow and conker have been replaced in the dictionary by tech vocabulary such as broadband and app? Which words describing the natural world would you keep in the Oxford Junior Dictionary?	**Healthy Me** Research and observe the role of worms and mini-beasts in digesting organic matter and helping to create a nutrient-rich soil. Compare and contrast with how you digest food.	**Changing Me** What changes would you like to see in the Edible Playground in the future? How does change impact on nature? Ourselves? What changes have you experienced/will experience when you move to secondary school? What lessons from your Edible Playground can you take with you?