

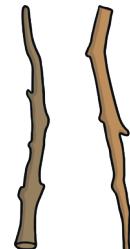


# Take it Outside STEM KS2

Simple ideas to inspire STEM outside

## Stick Build Challenge!

Possibly the simplest challenge you could give...what can you build with sticks?! Give your class time to collect sticks - it would be a good idea to have plenty on hand just in case. Allow them to find a space to work in and build! Let their imaginations run wild - the structure might be small or tall, sparse or detailed, one idea or a collaboration. You'll be amazed! Expect lots of reasoning and discussion.



## Plant It, Eat It!

Get out your gardening gloves and grow your own food this summer. Start off with something simple like cress or broad beans that have an immediate effect. You could kick start your efforts by using plug plants. Tomatoes, lettuce and radishes all yield good results. Extend learning by planning a garden plot and tending to it regularly. Make a gardening journal of the changes you observe and of course make sure you taste the fruits of your labour!



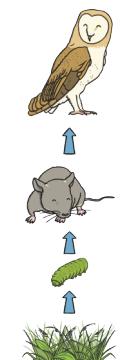
## Take Technology Outside!

Capture your experiences outside with a mobile device such as a tablet. Select an object, view or creature and capture it in either a video clip or photograph. Make sure you select an interesting shot and find out as many facts as you can or add an interesting description. You could record yourself or write about it. Try creating an outdoor exhibition of your walk, listening to, reading about or looking at all the information. This resource may help: [www.twinkl.co.uk/resource/cfe-t-2545011-outdoor-technology-activity-sheet](http://www.twinkl.co.uk/resource/cfe-t-2545011-outdoor-technology-activity-sheet)



## Food Chain Game

Is your class familiar with the terms 'producer', 'prey', 'predator'? This game is sure to develop greater understanding. Give each child a sticker or label with either producer, prey or predator on it. You could use these resources to help, or create your own: [www.twinkl.co.uk/resource/t2-s-160-food-chain-sorting-game](http://www.twinkl.co.uk/resource/t2-s-160-food-chain-sorting-game) Take the game outside and let the children experiment with making food chains. Who can make the longest food chain? Explore further by looking at possible food chains in your school grounds.



## Senses Scavenger Hunt

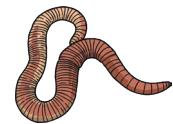
Make a scavenger hunt with a difference - use your senses! Explore more closely to feel your way around your environment. Draw, write or photograph the sensory experiences you discover. [www.twinkl.co.uk/resource/au-t-3745-five-senses-scavenger-hunt-worksheet](http://www.twinkl.co.uk/resource/au-t-3745-five-senses-scavenger-hunt-worksheet)





### Make a Wormery

Discover where the best place to find worms is in your outside space. What is the habitat like? Why is it suitable for worms? How is the worm adapted to living there? Use this resource to recreate a habitat for worms and observe their behaviour: [www.twinkl.co.uk/resource/t-t-27821-make-your-own-wormery-outdoor-activity](http://www.twinkl.co.uk/resource/t-t-27821-make-your-own-wormery-outdoor-activity)



### Animal Tracks

Have you ever wondered what creatures live around your school grounds? Why not create a sand trap to capture footprints of the creatures that come out to play once you've gone home? Investigate signs of life around your school grounds - an obvious gap in the hedge, a nest in a bush or a burrow in the ground. Leave a tray of damp sand near to such places. Leave it out overnight or for an agreed amount of time and check regularly for footprints. Can you identify any? Search online, in books or use these cards to help: [www.twinkl.co.uk/resource/t-t-11129-animal-footprint-matching-activity](http://www.twinkl.co.uk/resource/t-t-11129-animal-footprint-matching-activity)



### Make a Bug Hotel

Make your school grounds more welcoming to nature by building a bug hotel. Explore the signs of life that already exist and observe what kind of habitats those creatures prefer. Then, gather natural materials to recreate new habitats. Once built, revisit your hotel and check out who has checked in! You could make a habitat map of your school grounds and plan to improve more areas.



### Let's Go Fly a Kite

Take STEM outside on a windy day and make a kite. Twinkl have a plan you could use here: [www.twinkl.co.uk/resource/t2-d-095-lets-go-fly-a-kite-activity-sheet-making-a-delta-kite](http://www.twinkl.co.uk/resource/t2-d-095-lets-go-fly-a-kite-activity-sheet-making-a-delta-kite) but there are many options. Provide a selection of suitable resources and let the children choose their own design. Test the finished product to see which kites flew best, highest, etc. Take It Outside again the next day after making improvements! Try making a kite from recycled products such as straws and a carrier bag.



### Wet Weather Waterproof Wellies!

Who doesn't like splashing in puddles on a rainy day? Design a problem-solving activity based around waterproofing and take advantage of a rainy day. Use a teddy or soft toy and ask the children to select from a range of materials to make a waterproof coat or pair of wellies. Which material will be most waterproof? Investigate and make the coat or wellies. Take the toy outside and test your garment in a puddle. Did your design work? Why did it work? How could you improve it?

