

## Learning Outside the Classroom projects



This section contains case studies of projects that have been carried out in schools. Each one uses a central narrative, character or theme to teach an imaginative sequence of sessions that covers many different aspects of the curriculum. (The term 'session' has been used instead of 'lesson' because some take up more time than a single lesson.) Each project links Learning Outside the Classroom with learning inside the classroom, and the projects include work in the school buildings, the grounds and the local area.

The case studies can be adapted, in part or in whole, to be used in your school. Each case study outlines the *Every Child Matters* outcomes which were covered in the project, gives links to Learning Outside the Classroom strands, and details the key skills that were developed. The case studies each end with an evaluative section that details which aspects of the project were particularly successful and which aspects could possibly have been taught in a different way (with the benefit of hindsight!). 'Teacher Sheet 1: Project evaluation' in Section 6 can be used to evaluate your own projects.

## The projects are as follows:

| Pro | ject |
|-----|------|
| 1   | 1    |
|     |      |

Life During the Second World War

in this project, the children experience aspects of wartime life, including air raids and rationing.



**Time Capsule** 

in this project, the children use artefacts to make inferences and

deductions about life in their area in the past.

Project

3

The Global Shopping Basket this project investigates how our shopping practices link us to the wider world.

Project

**Ancient Civilisations** 

this project uses design and technology to answer historical

questions.

Project

5

**Our School Footprint** 

this project looks at ways in which the environmental footprint of

the school could be reduced.