

## LEARNING ADVENTURE NEWS

# Legends of the Mountain

Last half term's Learning Adventure took children on an imaginative journey to the island of 'Typhoeus'. The Learning Adventure began with the visit of drama facilitator, Tony Horitz, who led a whole school assembly, introducing the children to a mysterious chest. Upon opening the chest, the children discovered a number of clues about the island, including an old map and the story of an ancient legend, which told of a strange creature that once lived there. Tony then introduced the children to a special message from Professor G. Lobe. Trotter, President of the Great Explorers Society, who explained that he was looking for a group of brave explorers to go to Typhoeus. Needless to say, the children accepted the challenge and quickly set about preparing for their journey to Typhoeus.

## Becoming Explorers

From the very beginning of the Learning Adventure, the children were asked to become explorers – a role they maintained throughout the six week duration of the project. This enabled the children to immerse themselves fully within the imaginative context i.e. they formed their expedition group, went on a boat journey to the island, established a campsite and went on various explorations to the different parts of the island. Each aspect of the project also provided a wealth of opportunities for curriculum learning, for example:

- when exploring the island, children were able to explore geographical features such as mountains, coasts, forests and volcanoes.
- during the course of their expedition, children engaged in diary writing about their experiences and developed creative writing about the mythical creature they discovered.
- mathematical opportunities were explored, including the measurement of fossilised remains (Year 3) and identifying the angles on the backs of newly discovered insects (Year 4).



Above: The forest of Typhoeus (left), along with the erupting volcano (right).

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# Making Typhoeus Island

A key part of the Learning Adventure was the opportunity for children to work with the artist Heidi Steller to make a large scale 3d version of Typhoeus Island. All children in the school contributed to the making of the island, utilising a range of recycled materials (thank you to all of those families who contributed resources). During the process, children developed their 3d sculptural skills and were encouraged to develop their understanding about a range of geographical features.

A key reason for developing a large scale 3d version of Typhoeus Island was the opportunity it provided to 'bring the island to life' in the minds of the children. By engaging with the making of the island, children developed a concrete awareness of what the island was like - this supported the children's ability to engage imaginatively during subsequent learning experiences. In addition, children were able to utilise the island once it was made: Tony Horitz utilised the 3d installation when he led a series of drama workshops with each year group; and children utilised the 3d island within taught sessions, exploring a range of mathematical, scientific and geographical themes.

Our 'Legends of the Mountain' Learning Adventure was a highly creative and ambitious project, which saw the school working with two artists (Heidi Steller and Tony Horitz). The project is synonymous of the high quality arts provision, which the school delivers through its innovative curriculum approach – an approach, which has recently been recognised by the school's achievement of the highly prestigious Artsmark Gold award.



Above: Further photos of the island, including the children's campsite (left) and the view of the smouldering volcano from the mountain range.