

## Nature Walk KS1 & KS2- How to guide

Collect equipment from the centre and use the map as instructed below

### Equipment

All equipment is provided

- Binoculars (10 pairs)
- Species ID sheets

### Instructions

1. Begin by following the Spratt's Water Trail (orange way markers), heading towards the minibeast meadow. Stop briefly once well into the meadow to observe any wildlife. You may step off the footpath to do this, but please don't stray far from the path.
2. Continue following the Spratt's Water Trail until you reach the Round Water viewing platform (marked as viewing structure 1 on the map). Pause here for approximately 5 minutes to observe wildlife activity on, under and above the water. Encourage the pupils to look for birds and dragonflies (summer only), to spot nests and signs of underwater animals (for example bubbles rising to the surface).
3. Continue along the Spratt's Water trail. Once you cross the dyke, turn left to join the Peto's Marsh trail (red way markers). Follow this trail to the Lookout (viewing structure 3 on the map). Enroute to the Lookout, pause at the points where the reeds have been cut to provide 'windows' across the marsh, to observe wildlife.
4. Enter the Lookout and stop here for approximately 10 minutes. Look out for Chinese Water Deer, Heron, Swans, Little Egrets and others.
5. Retrace your steps back along the Peto's Marsh Trail. Continue past the junction with the Spratt's Water Trail, until you reach the turning on your left that takes you to the Tower (viewing structure 2 on the map). Climb the stairs to the Tower. Max of approximately 15 pupils in the Tower at once due to size of the space. Spend approximately 10 minutes at the Tower (5 minutes each half of the class). While waiting their turn in the Tower, encourage pupils to look up close at the plants around them, and listen to the variety of bird calls coming from the reed bed.
6. Continue along the Peto's Marsh trail back to the Visitor Centre

Tip: Keep an eye on the time as, depending on the walking speed of your group, you may have to forego a visit to the Tower.

### At the end of the activity

1. Return equipment to the box and wash hands.