wild Adventure

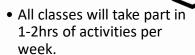


Wild Adventure is a fully inclusive outdoor programme that has positive impacts on young people's development. Two different delivery methods are used. Each activity used is designed to provide different levels of skill and challenge.



Method 1 -Formal Curriculum

1 Independence 2 Communication 3 Health



 The programme can support all 6 areas of the curriculum, EHCP and PLTS outcomes.

ACTIVITIES

- Will be differentiated and progressive at all levels.
- Delivered by dedicated staff.
- There will be a wide spectrum of activities available.
- Each student will have a Learning Passport detailing individual outcomes.
- Evidence towards EHCP PLTS and curriculum outcomes will be recorded.

REPORTS

CURRICULUM

4 Cognition
5 Personal Development
6 Preparation for work

Year 7

On going programme

ing programme Year 14

Method 2 - Semi - Formal Curriculum Interventions



4 – Case study report links progress to EHCP outcomes.

Class Teacher 1 - Interventions are linked to EHCP and initiated by the class teacher.



Facilitator

Activities are arranged
 and delivered by
 dedicated staff.





2 - Personalised activities are identified.

wild Adventure



expeditions

The programme is made up of a wide range of challenging and adventurous activities that take place in the natural environment. It also promotes empathy and an ethic of care towards the environment.





wild Adventure

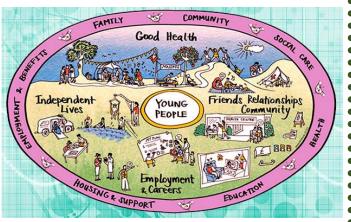


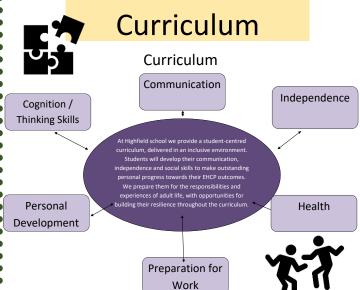
Strong links between activities and student outcomes are identified. Different models can be used to help devise personalised student outcomes. Progress is recorded and used to support the Education Health and Care process.



OUTCOME MODELS

Education Health Care Plan





6 Areas of the

Effective Links



Personal Learning & Thinking Skills

Independent enquirers

Creative thinkers

Reflective learners

Team workers Selfmanagers

Effective participators



