

Key Stages 1 & 2 - Learning Opportunities & Curriculum Links

Literacy

Speaking & listening

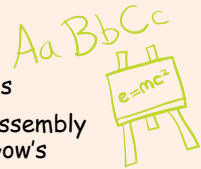
- Ask the farm staff questions
- Prepare a report or school assembly about your visit to Farmer Gow's
- Predicting what you will be doing on your visit
- Describe feelings, smells, observations, tastes

Reading

- Read farm signs
- Spot writing in other areas of the farm, e.g. on feed sacks, in the farm shop, around the activity areas
- Complete a farm quiz

Writing

- Write instructions or create a glossy leaflet for visitors to the farm - use drawings/ photos from your visit
- Make signs - warning or information
- Write stories, poems, recounts of a farm visit



Geography

- Make a map of the farmyard or Meet the Animals barn
- Consider all the different land uses at Farmer Gow's - buildings for animals, activities, farm shop - the fields for car parking, chicken runs, woodland, woodland, pasture, tipi glamping and camping and farm tracks



Art

- Use a Farmer Gow's 'Treasure Bags' to collect items around the farm
- Take photos during your trip
- Use the collections and photos to create a farm collage.
- Colouring sheets
- Design a new farm lapel badge



Numeracy

Number

- Count anything on the farm; trees, sheep, goats, cattle, chickens, eggs, bales in the Bale Climb, pedal tractors
- Make number problems e.g. how many legs do sheep have
- Investigate and calculate how many bales of hay Farmer Gow's uses a year
- Develop comparative vocabulary - bigger than, heavier than etc
- Recognise patterns e.g. bricks in a wall, bales in a bale climb, animal tracks
- Find numbers around the farm - ear tags, trailer ride & treasure hunt tickets, price tags

Shape, space and measures

- Spot shapes around the farm circles - tyres, triangles - roof apexes, squares - hurdles, fencing etc
- Measure distances around the farm - e.g. Meet the Animals barn to the chicken runs or washroom



Science

- Go on a farm walk - what can you hear, smell, see, touch
- Friction - investigate tyres on the farm - what equipment are they on and how do they differ in size for their different purposes?
- Find living and non-living things
- Observe/find out how different animals move, feed, grow and reproduce



Physical Education

- Observe how the different farm species move - and then try to move like your favourite farm animal.
- Most farm species are herbivores - investigate whether you are a herbivore or an omnivore and what this means to your diet.

History

- Investigate the history of Farmer Gow's - who is Farmer Gow, when did the farm open to visitors, how long has the farm park been at Longcot
- Investigate how farm equipment has changed and compare the farming methods at Farmer Gow's with those of the past.



Information Technology

- Find out if the farm has a web site or email address
- Investigate what is on the web site
- Send a message, thank you letter, book your school trip by email
- Send photos of your school trip to the farm - or investigate including on your school's web site
- Write a list of different jobs at Farmer Gow's and investigate which ones use a computer.
- Write a messages on the farm's Facebook or trip advisor page

Design Technology

- Investigate different types of farm gate - ease of opening and closing, size, materials used
- Consider how the Meet the Animals yard has been laid-out - the hurdles, feed racks, gates and water troughs, feed troughs, seating area
- Design and build a chicken house with run. Consider building materials, space, size, access, ease of cleaning, number of perches and nest boxes

