



Department for
Digital, Culture,
Media & Sport

In partnership with

THE NATIONAL LOTTERY
COMMUNITY FUND

Interactive Woodland Adventures

Sustainable Life

Birmingham

DCMS Fund £1600

Project Completed 2021

Final Report

Introduction

We received funding from the DCMS fund to provide online resources for local residents to use at home to engage with their local green space and Ten Acres.

During the height of the pandemic, it was important for families to get outside and for us to provide a range of activities to engage and occupy children and improve mental health.

These resources needed to be designed for a range of age groups and to actively encourage exploration of our local green spaces. We used Ten Acres as our inspiration for these activities.



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The Project

We developed 6 interactive adventures that families could download for free online, print off at home and use to discover and explore thier local green spaces. We also provided 20 pre built packs with extra immersive details included to give out to families for free for every adventure. These were given out to local families totaling 120 children of various ages.

- * Fairy Woodland Adventure Story 3-5 years x 20 packs
- * Woodland Animals Advneture 3-5 years x 20 packs
- * Pirate Treasure Hunt Adventure 6-8 years x 20 packs
- * Detective Puzzle 9-11 years x 20 packs
- * Craft Activities 9-11 years x 20 packs
- * Survival Puzzle 12-15 years x 20 packs

Each pack contained a set of age appropriate puzzles and story to guide them through the process and immerse them in the adventure.



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Learning Themes

Depending on the age of the pack obtained participants were engaged with the following learning themes and more:

- * Counting
- * Tree Leaf ID
- * Reading
- * Spelling
- * Colouring
- * Memory and Recognition
- * Plant Growing
- * Logic
- * Navigation
- * Sudoku
- * Codewheel
- * Weaving/knots)
- * Maze
- * Riddles
- * Crossword
- * Map grids
- * Jigsaw Puzzle
- * Woodland animals
- * dot-to-dot
- * Colour by letters
- * Knots
- * Wellbeing exercises
- * Anagrams
- * Fingerprints



Additional Activities

Many packs also included additional activities and immersion tools to supplement the puzzles included. These included:

- * Wildflower growing
- * Dice
- * Wooden acorns
- * Tree silk leaves
- * Feathers
- * Sun catchers
- * Stars
- * Compass
- * Paracord
- * Flag Felt
- * Stamp
- * Invisible Ink pen
- * Magnifying Glass
- * Badges
- * Stickers
- * Emergency Whistle
- * Pirate eye patch
- * Pirate Flags
- * Keys
- * Treasure lockets



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Summary

The packs have all been provided out to the local residents with many coming from surrounding Ten Acres areas including Ashbrook Road which backs directly on to the top reservoir field of Ten Acres.

The most popular and quickest packs to go out were the ages 3-5 and 6-8 years. The higher age groups of 9-11 and 12-15 took considerably longer. This would appear to be a reflection on the proportion of younger family groups we have in this area but also because older children are less likely to engage in this type of extra activity.

On the whole this was deemed a very successful project with many families purposefully going to ten acres to complete the packs.

Going forward these packs are still available to purchase now that they have been developed and are still freely downloadable online at no cost - providing long term online resources for residents.

“The girls are thrilled with their packs thank you so much. We will have a wonderful adventure with these!”



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