



Connections to British Columbia Curriculum:

# **Guide for Educators**

# CURRICULUM CONNECTIONS

## CORE COMPETENCIES



### COMMUNICATION

#### Communicating

- Students must ensure the upcoming game is clear by interacting verbally with their peers.
- Through interactions with peers, students share ideas for progress and success.
- Our self-paced course allows students to move at their own pace, and learn to respect and support that of others.

#### Collaborating

- Course team building and bonding through a shared experience with challenging tasks, and different strategies used to move through those tasks.
- On the course, students are encouraged to help their peers work through a game or obstacle, motivating those who may have a fear of heights or are unable to master a game.

### THINKING

#### Creative Thinking

- Students have the opportunity to think outside of the box, to find the best method for them to master a game, or self-challenge themselves.
- Planning and setting personal goals, and using decision-making skills as obstacles become more difficult. (e.g. goals for how many levels of the course to complete).

#### Critical and Reflective Thinking

- Students are able to critically reflect afterwards about their strengths, abilities and opportunities for growth.
- Using different strategies for different physical activities (tightrope vs. cargo net), and creating tactical solutions to increase success on difficult games.
- Through play, students have time to create and generate ideas to assist themselves and others in completing games.

### PERSONAL & SOCIAL

#### Personal Awareness & Responsibility

- Awareness of a student's physical abilities, fear of heights and previous experiences encourages them to create goals to build on their strengths.
- Students are responsible for their own experience and the experience of those around them on our self-guided course.

#### Positive Personal & Cultural Identity

- Students will discover new connections within themselves and connections with others

#### Social Awareness & Responsibility

- Students are responsible for meeting our "Rules of Play" before participation on our elements.
- By listening actively and concentrating during the demonstration course, students are able to properly use their equipment on the course through its challenges and games.
- Our courses are self-paced and self-guided. Students will orient themselves on the course by following directions on the course, with coaching from Adventure Course Guides on the ground.

## Come learn with WildPlay!

We think it's super important for youth to actively explore the outdoors and push their boundaries. Our special rates, flexible booking and check-ins, Experience Experts and Guides make it easy to bring a gaggle of kids (minimum age five) and teens of any size to our Parks.

**Contact us to book your experience!**

[groups@wildplay.com](mailto:groups@wildplay.com) | 1 855 595 2251



# KINDERGARTEN TO GRADE 3



## PHYSICAL AND HEALTH EDUCATION CURRICULUM

### Physical Literacy

- Students develop and demonstrate a variety of fundamental movement skills when practising their skills on the demonstration activity prior to entering the course.
- Students will be able to speak with guides, teachers, and chaperones during their experience to express their reaction (physically or emotionally).
- Students are encouraged to interact with each other and promote a safe, positive, and helpful environment.

### Social and Community Health

- Students are able to apply relationship and social skills when participating on the games together on the courses.
- Collaboration and teamwork are used to encourage others through difficult games (e.g. demonstrating how to move through a game).

## SCIENCE IN OUR "OUTDOOR GATHERING SPACE"

### Kindergarten

- Explore the natural environment searching for local plants and evidence of wildlife.
- Observe the changes in weather and environment by being outside.

### Grade 1

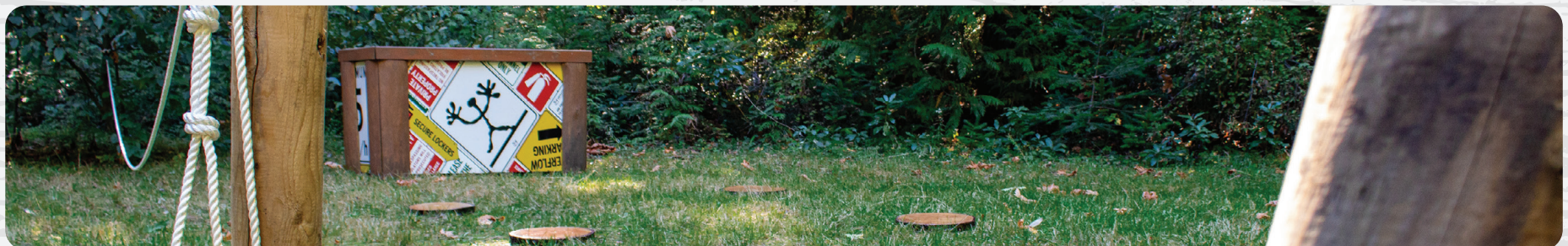
- Connect with the local flora and fauna by exploring the park and discovering the BC coastal forest.
- Discover how sunlight moves through the forest canopy to reach the surface of the earth.

### Grade 2

- The Nanaimo and Maple Ridge parks feature water access, allowing for discussions to be built about water conservation and the water cycle.

### Grade 3

- Explore the forest floor for evidence of flora, fauna and fungi.
- Evidence of erosion by water can be discovered along our waterways in the Nanaimo and Maple Ridge parks.



# GRADES 4 TO 9



## PHYSICAL AND HEALTH EDUCATION CURRICULUM

### Physical Literacy

- Through a student-centered demonstration course, students learn to use their equipment, master the continuous belay system, and manage risk.
- Students are aware of their movement competence and comfort levels on the games, using coping strategies to adapt to the circumstances through a graduated system of increasingly challenging games like cargo nets, rope swings, tightropes, swinging logs, and wobbly bridges.
- Students apply stability skills, upper and lower-body strength and active movement through jumping, balance, and challenging transitions.
- Students perform locomotor movements with carabiners and pulleys wheel responding to the external stimuli of the obstacles and games.
- Leadership and teamwork are used to encourage others (e.g. demonstrating how to move through a game).

### Healthy and Active Living

- Students communicate visually, orally, and kinesthetically with each other while being able to self-assess their level of intensity and exertion.
- Students set personal goals and move through suspended obstacles and challenges to the best of their abilities.

## SCIENCE IN OUR "OUTDOOR GATHERING SPACE"

### Grade 4

- Students learn about biomes as large regions with similar environmental features while getting a close first-hand look.

### Grade 5

- Students discover the sustainable build of the Adventure Course, built on the trees to expand with their growth.
- Students interact with simple machines through our Adventure Course and experience how the force effects of pulleys etcetera function first-hand.

### Grade 6

- Our Adventure Course allows the student to become the object in motion and interact with a variety of objects and games around them.
- The "What's To Fear" Jump has a 10 ft free fall where students can experience gravity as a force acting upon them.

### Grade 7

- The Outdoor Gathering Spaces provide room in the natural environment to encourage discussion and observe life in local BC coastal forests.

### Grade 8

- In our Outdoor Gathering Space, students have an opportunity to discuss photosynthesis first-hand as they observe the border of ferns and mosses.

### Grade 9

- Students can explore components of local ecosystems while interacting with the environment in our Outdoor Gathering Space.





# GRADES 10 TO 12



## PHYSICAL AND HEALTH EDUCATION CURRICULUM

### Physical Literacy - Grades 10 to 12

- Through a student-centered demonstration course, students learn to use their equipment, master the continuous belay system, and manage risk.
- Students are aware of their movement competence and comfort levels on the games, using coping strategies to adapt to the circumstances through a graduated system of increasingly challenging games like cargo nets, rope swings, tightropes, swinging logs, and wobbly bridges.
- Students apply stability skills, upper and lower-body strength and active movement through jumping, balance, and challenging transitions.
- Students perform locomotor movements with carabiners and pulleys wheel responding to the external stimuli of the obstacles and games.

### Fitness & Conditioning 11 + 12

#### Health and Active Living:

- Students communicate visually, orally, and kinaesthetically with each other while self-assessing their level of intensity and exertion.
- Students set personal goals and move through suspended obstacles and challenges to the best of their ability.

#### Principles of Training:

- Students are able to take breaks on platforms and between levels to reflect on how their muscular and cardiovascular systems are responding to the activities.

#### Social Responsibility:

- Students can collaborate and use team work to encourage others through difficult games.
- Students are required to manage their personal response and behaviours in a public venue.
- Through a student-centered demonstration course, students learn to manage their risk.

### Active Living 11 + 12

#### Health and Well-Being:

- Students are encouraged to support and assist one another through the duration of each level of the Adventure Course.

#### Safety:

- Students learn to use their equipment (harness), master the continuous belay system, and manage their own risk.
- Students use coping strategies to adapt to the physical and social circumstances (e.g. knowing that certain games may be particularly fearful for some).

#### Participation:

- Students are required to arrive ready to Play in any weather conditions.
- Planning and setting personal goals, and using decision-making skills as obstacles become more difficult (such as how many levels of the course to complete).
- Communicating visually, orally, and kinaesthetically with each other while being able to self-assess their level of intensity and exertion.
- Students use creative thinking and brainstorming to overcome challenging games.

#### Leadership:

- Students will be faced with difficult games that will require personal problem solving and coaching from peers as they support one another.

### Outdoor Education 11 + 12

#### Outdoor Activity Skills and Healthy Living:

- Playing in the trees, students will be exposed to an at-height experience
- Communicating visually, orally, and kinaesthetically with each other while being able to self-assess their level of intensity and exertion.
- Students will be expected to arrive ready for the day, rain or shine.

#### Social Responsibility:

- Students will get an up close look at how the course is built with minimal impact to the physical and natural environment.

#### Collaboration, Teamwork, and Safety:

- Students are encouraged to support and assist one another through the duration of each level of the Adventure Course.
- Students learn to use their equipment (harness), master the continuous belay system, and manage their risk.
- Students are encouraged to connect verbally throughout the course, to manage distance and risk, and to assist their peers.

#### Outdoor Leadership:

- Students have the opportunity to develop their skills to ensure the entire group achieves their goals. They are able to assist each other through coaching and small group interactions.

# GRADES 10 TO 12



## SCIENCE IN OUR "OUTDOOR GATHERING SPACE"

### Science 10

- The Outdoor Gathering Spaces provide room in the natural environment to encourage discussion and observe life in local BC coastal forests.

### Science for Citizens 11

- Students are able to observe a workplace in action and discover how WildPlay manages worker and guest safety.
- Students can discover how WildPlay uses technology for communications and reservations, as well as sustainable practices in course design and building.

### Earth Sciences 11

- The Outdoor Gather Space provides a learning environment where one can interact directly with earth - getting messy is more than okay.
- The Nanaimo and Maple Ridge parks feature direct access to water sources for demonstration and application of the hydrologic cycle.

### Environmental Sciences 11 + 12

- Discover and interact with the natural environment to learn about ecosystem diversity.
- Engage with the environment and get students interacting directly with the earth they walk on.
- Students can discover how our course is designed, built and maintained to manage the life of the trees, and the environment surrounding it.

### Physics 11 + 12

- Moving through our Adventure Course, students are able to interact with the laws of motion and directly relate key concepts of Physics to their experience.



PLAY MORE. FEAR LESS.