



A Day Out at Brandon Marsh!

Preparing for your school visit



Warwickshire

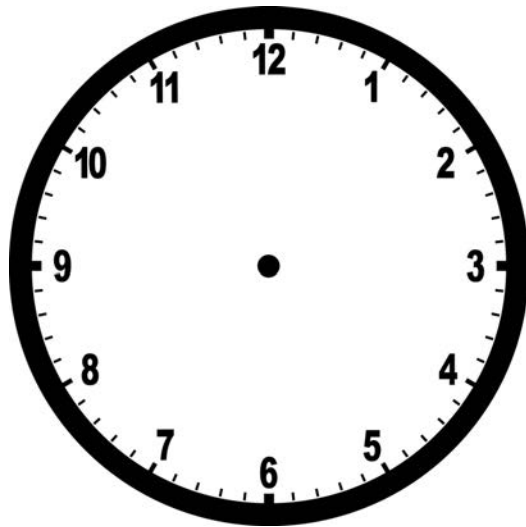
My name is...

I will be visiting Brandon Marsh On...

Brandon Marsh is a Nature Reserve where you can learn about nature and the plants and creatures that live here. No animals are kept in cages - they are completely wild and so they are free to go wherever they like. You might see birds, rabbits, insects and ducks!



We will be setting off to Brandon Marsh at...



We will be travelling to Brandon Marsh by



coach



car



bus



minibus

This is the driveway into the reserve. It leads to our visitor centre and car park. You might see some rabbits hopping about on the grass!



When you arrive at Brandon Marsh, this is where you will be dropped off at the start of the day and picked up to return to school at the end of your visit.

There is a path from the car park which leads to our visitor centre.



You will walk to the visitor centre with your grown ups to begin your day with us.





In the visitor centre you will walk through the shop. There might be other members of the public in here looking around.



You will then walk past the cafe. It can be busy and quite noisy.



After walking past the cafe we will go through some doors to go back outside.



After coming out of the visitor centre you will walk down a ramp and past some toilets on the left.



If at any point you need a toilet break, there are boys, girls and disabled toilets - make sure you ask an adult to take you to them.

Disabled



Boys



Girls



After stopping for the toilet if you need to, you will walk down a second ramp and into the classroom.



This is the door into our classroom, where we will talk about the nature activities planned for the day.



When you enter the classroom you will put your bags on a trolley where they will be safe.



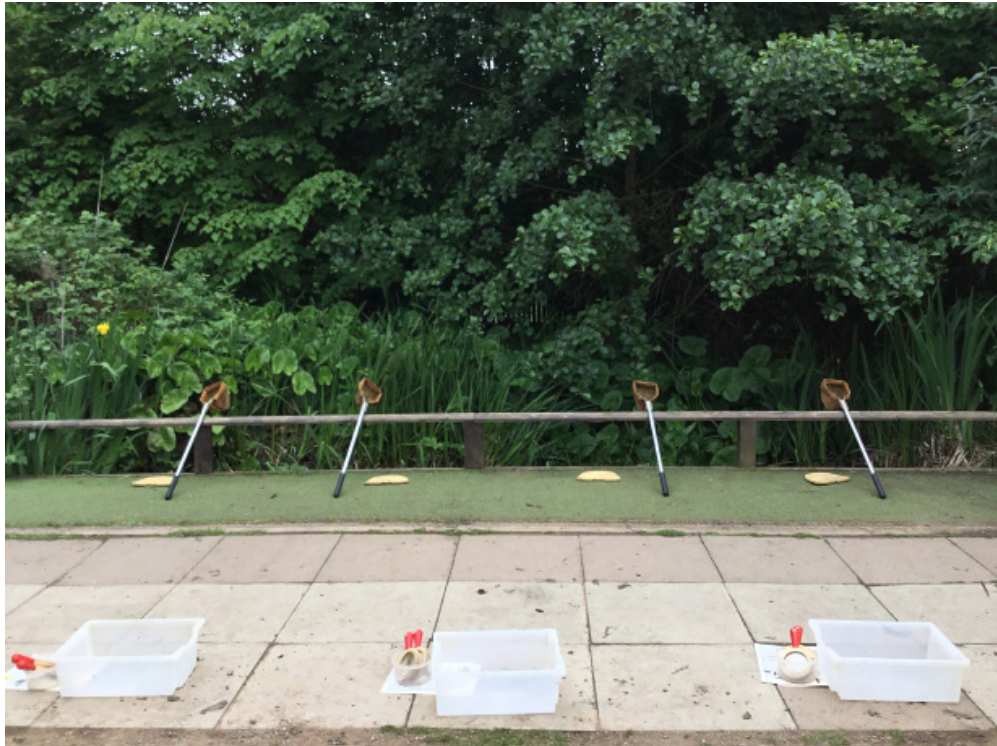
You will sit on the floor and the leaders in red will tell you that we will do 2 activities in the morning and another 2 in the afternoon.

They will tell you what to do if a fire alarm goes off. They will say you do not need to worry - stay with your group and follow your leader in red to the car park, where everyone will wait until it is safe to carry on.

At lunch time you will eat either in the classroom or outside in the courtyard if it is not too cold or raining.



If you are doing pond dipping, this is where you will go to see what you can find in the pond using our nets.



This is the sensory garden. You might come here to explore using your senses. It can be noisy because of the cement works next door - you might hear lorries, alarms and banging, and it might also be quite dusty.



For most activities, you will walk through this gate and take the path to the right, following the sign for Mouse Manor, Storytelling and the Meadow.



When we get to Mouse Manor, we will open this gate and walk through it, then close it again. We keep it closed to stop rabbits nibbling the plants in the garden!



We may stop in Mouse Manor for an activity about flowers and bees. If we don't stop, we will walk through our willow tunnel and out of a gate on the other side.



We will then get to the meadow. We might stop here if we are playing team games to learn about mammals. Or we will carry on walking to the woods.



This is our den building woods. Here we will stop and do some activities. This could be den building, learning about the creatures which live here, or exploring.



If we are bug hunting or having a woodland adventure, we will walk to this woodland and sit down at our log circle.



If you are doing a bird watching activity, we will go on a 10-minute walk to a bird hide - a small shelter overlooking a lake, where we can look for birds with binoculars.



We will follow this path to get to the bird hide. On the way you may spot a map of Brandon Marsh.



When we reach a crossroads, we will stop and make sure there are no cars before carrying on, taking the middle path.



If you hear an alarm and your leaders doesn't do anything do not worry, It is from the factory and won't affect us.

As we walk down the path there will be lots of water on both sides. We have to make sure we all stay together.



At the signpost we will then take a path to the left, following the sign for the Wright Hide.



You may see on the path some shiny freshwater mussel shells, broken by otters looking for food!

A little further on, where the path splits, we will continue walking, taking the path straight ahead of us.



When we get to the Wright Hide, your leader in red will ask everyone to wait outside, while they go inside to check if there are any members of the public inside.



When we go inside, it will be dark for a few seconds. Your leader will ask you to sit on the bench while we open the shutters. There might be members of the public there too.



At the end of the day we will all go back to the classroom to collect our bags. Your leaders will then take you back through the Visitor Centre to return to school.



Please get in touch you would like us to send you photographs of the Education Officers who will be your leaders in red for the day of your school trip!

We can also use 'now, next and then' cards during your day to explain what we will be doing. And if you feel the displays in the classroom might be a sensory overload, we are able to cover them over.

To benefit from any of these SEN options, or if you have any further suggestions, please contact us:

Email: education@wkwat.org.uk

Or call us on 02476 302 192.

We are very happy to help and look forward to welcoming you all to Brandon Marsh Nature Reserve!

www.warwickshirewildlifetrust.org.uk/ForChildren



Checklist

Be prepared!

Bring with you a packed lunch, including a healthy snack and a drink.

Suncream and a hat if it is a sunny day...

A warm coat if it is cold and wellies if it is wet!

Whatever the weather we're going to have lots of fun!



Warwickshire

Supported by players of



Brandon Marsh Nature Reserve, Warwickshire Wildlife Trust
Brandon Lane, Coventry CV3 3GW
Telephone: 024 7630 2912 Email: enquiries@wkwt.org.uk