

## Writing with twigs

Use twigs and branches that have fallen off the trees to spell out your name. Leave messages for others to find.



# Words

## Haiku chain

Haiku is a form of Japanese poetry consisting of 3 lines of 5, 7 and 5 syllables respectively. They focus on simple everyday things in an attempt to give the reader a new experience and deeper appreciation of those simple everyday things.

Originally called Hokku, which means, "starting verse", they are divided into two sections. The first section is the first two lines which captures the image for the reader. The second section is the last line that frames the image and sheds further light on it in a figurative way. For instance:



Soft heads gently bow  
whispering secrets hidden  
beneath spiral blades

Ask children to choose a place in the woods that they like and then ask them to try to capture the image in words. These words should form the first two lines of a haiku. Remember, the final line should relate to the first two lines, but not directly.

To start with, don't worry too much about the syllable count. Focus on capturing a clear image. Then focus on the final line which must stand alone but relate to the first two lines.

When the children have a rough sketch of the haiku, try to concentrate on the syllable count by editing and tidying up the poem. Remember, the first line should contain five syllables, the second line seven and the last line five. However, you can be flexible.

If there are 3 of you then take a line each.

If the children find this easy, get them to write a tri-haiku, which is three haiku poems that all relate to each other.

## Campfire stories

A fun game if there is a group of you camping.

You will need:

A set of Wyre word cards CUT OUT.

Stopwatch or alarm

Paper

Pens

To start, everyone writes a subject title on a piece of paper which gets folded up and put in a hat. These can be as scary as you like!

Sit in a circle. Set the alarm for 5 minutes. The first person picks out a title from the hat and then starts the story. Take it in turns to tell the next sentence. When the alarm goes off the last person making up the story has to bring it to a conclusion.

To make it a little more difficult, each person in turn picks up a Wyre word card and has to weave that word into their sentence of the story. If you can't think of anything to say then pick up another card. The one with the least cards at the end wins.

ALBERT OAK	FOSSILS	TIMELINE
BLACKSTONE ROCK	SABRE TOOTH TIGER	SCOTS PINE
RAILWAY	ORCHARD	GOSHAWK
CLAW	TRACKS	WHITTY PEAR
DEER	LEGEND	FOREST
WOLVES	DORMOUSE	ICE AGE
CHARCOAL	HUNTING	COAL
TIMBER	BUTTERFLY	DENS
DINOSAURS	EXTINCTION	AUTUMN
WYRE	SESSILE OAK	NEEDLES