

Session	Time	Content
Arrival & Introductions	10.00 – 10.20	Arrive at the Magnus House and meet the taxidermy. We will play a game to get to know each other.
Gait Races	10.20 – 10.30	Can you move like a fox? Animals move in different ways (gaits). You will learn some gaits by imitating them.
Observation Trail	10.30 – 11.00	We have hidden some objects in the woods. Use your observation skills to find as many objects as you can.
Snack Break	11.00 – 11.15	Have a snack and take in the view from our tree top hide.
Plaster Cast Tracks	11.15 – 11.45	Search for tracks on the estate paths and make casts of them. This means you can take a track home!
Woodland Games	11.45 – 12.15	We will play a few games that focus on stealth, which is an essential skill for tracking animals.
Lunch	12.15 – 12.45	Lunch back at the Magnus House.
Tracking Workshop	12.45 – 13.15	We will teach you how to identify some common tracks.
Scent Tracking	13.15 – 13.45	Tracking isn't just about seeing things. Can you track using your sense of smell? We will put our noses to the test during an active game in the woods.
Loch Walk	13.45 – 14.45	We will put your new tracking skills to use during a walk around the Aigas Loch.
Track Making	14.45 – 15.10	Create your own animal tracks in the mud.
Snack Break	15.10 – 15.25	Afternoon snack.
Find the Flour	15.25 – 15.55	Someone has stolen a bag of flour from the Naturedays kitchen! Can you find the culprit?
Finish	15.55 - 16.00	Round up and say our goodbyes.