



Wildwood Days ~ Wildcraft Activity Session

Wildcraft is a fast-paced outdoor version of a popular computer game. It was devised by the Woodland Classroom in 2016 and has been delivered across the UK. It's aimed at ages 6 – 12 but younger or older children are welcome to play. Wildcraft is centred around a scavenger hunt that uses common elements from video games, like point scoring, trading and crafting to make the game really interactive for the players. The group are divided into teams (or clans) and have to complete challenges to earn XP points for their team. The team with the most points at the end of the session wins the game!

Resource hunt – One of the first tasks is to hunt for the resources that are hidden around the site. We use different coloured wooden blocks to represent various metal ores (flint, iron, quarry stone, quartz, etc.) that can be traded for items needed later in the game.

Den building – Each team needs a safe base in which to keep their resources so will have to work together to construct their den. Den building is a great group activity. We have a special den building area with lots of materials available to create your own hide-away. For older children we can also provide tarpaulins and teach some knots as part of the activity.



Potion making – To earn extra points your team can trade some resources to get a potion bottle and create some woodland potions using natural materials. There are 3 potions to choose from – the more difficult it is to find the ingredients, the more XP the potion scores. This is great for teaching plant ID skills and sparking the children's imaginations.

Bug hunting and identification – Another bonus challenge is to find and identify a mini-beast using resources (bug pot and ID sheet) that can be bought at the market stall. The children have to take good care of their mini-beast and return it to its habitat at the end of the session.

Finding mushrooms - In the game, players need to search about the woods for real mushrooms that are growing. Having the children out searching for mushrooms is a great excuse to get them looking closer at the woodland floor and any discoveries can generate their further interest in nature.



The Creeper! – (optional) Just to add to the challenge in Wildcraft, a 'creeper' comes out whenever night falls (the timing depends on how long the session is). This is signalled by a whistle blowing. During 'night' all the children have to be safe within their dens – if they are caught by the creeper then they lose XP points for their team.

Wildcraft is a very versatile format and can easily be simplified or extended for your group. Most importantly, it is great fun!