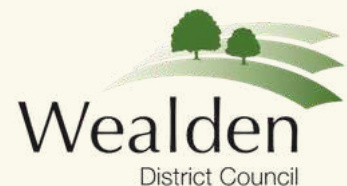




TRIGGER

THE BIG ONE HUNDRED

Education Pack



Something unusual has been spotted in Ashdown Forest...

Strange tracks.

Unfamiliar shapes.

A creature no one has quite seen clearly yet.



Explorers are needed. That means you!

As you work through this pack, you will:

- look closely
- listen carefully
- record what you discover

You might just uncover clues about this mysterious new creature...

About The Big One Hundred

To celebrate 100 years of Winnie-the-Pooh, Ashdown Forest, the original Hundred Acre Wood, is inspiring a brand-new story.

This summer, The Big One Hundred, created by Trigger in partnership with Ashdown Forest, brings performances, events and creative activities celebrating the Forest and the wildlife that lives there.

At the heart of the project is a mysterious new forest creature that will feature characteristics of the rare heathland and species of Ashdown Forest, including the Dormouse, the Silver-studded Butterfly, the Adder, the Tiger Beetle and Nightjar.

THE BIG ONE HUNDRED



How to use this pack

This pack invites children to become young explorers, looking closely, asking questions and discovering the plants, animals and places around them.

Ashdown Forest inspired the Hundred Acre Wood and the stories of Winnie-the-Pooh.

It is a unique heathland environment, home to rare plants and animals, and carefully cared for so wildlife and people can share it.

As Winnie-the-Pooh turns one hundred, The Big One Hundred invites children to discover more about Ashdown Forest and to explore the places where they live and learn, noticing what makes their own environments special.

The pack is suitable for Key Stage 1 and Key Stage 2 learners (ages 7–11) and can be easily adapted for different ages, abilities and settings, including the classroom, outdoor spaces or at home.

The activities are flexible starting points rather than step-by-step instructions, giving children the freedom to explore, experiment and respond in their own ways.

There is no single right outcome, children might draw, write, make or perform in different ways depending on their own ideas and interests.

Sometimes the most interesting discoveries begin with something small that you notice.

Connecting the Curriculum

The activities in this pack support learning across the Key Stage 1 and Key Stage 2 National Curriculum, particularly through exploring nature, creativity and storytelling.

Science

Learning about animals, plants and habitats, and how living things are suited to their environments. Developing skills in observing and describing the natural world.

Art & Design

Exploring materials, shapes and textures through creative responses inspired by nature.

PSHE

Encouraging curiosity, care and respect for the natural world. Supporting pupils to share ideas, listen to others and reflect on their experiences.

Geography

Observing and describing landscapes and environments and understanding how places support living things.

English

Developing speaking, listening and storytelling through discussion, sharing ideas and describing observations.

What young explorers will learn:

Through the activities in this pack, pupils will:

Observe and describe
plants, animals,
and habitats

Use their observations as
inspiration for creativity
and storytelling

Begin to understand
how living things and
places are connected

Learn about species
found in Ashdown
Forest

Skills developed:

Creative thinking

Observation

Curiosity

Collaboration

Imagination

Communication

Explorer Facts

What is Ashdown Forest?

Ashdown Forest is a special landscape in East Sussex. It is made up of open heathland, woodland and streams, and is home to many rare plants and animals. It is carefully looked after so people and nature can share it.

Ashdown Forest also inspired A. A. Milne's stories of the Hundred Acre Wood, the home of Winnie-the-Pooh and his friends.

National Landscapes

Ashdown Forest forms part of the High Weald National Landscape, a protected landscape of exceptional natural beauty. Occupying the highest sandstone ridge in the High Weald, the Forest is one of the defining features of this nationally important landscape.

Heathland Facts

Heathland is a rare habitat. Heathland like Ashdown Forest is becoming increasingly rare in the UK, which is why it is carefully looked after. Two hundred years ago, heathland was common throughout the UK but now less than 15% of this habitat remains, making it rarer than rainforests!

It is an open landscape where the soil is sandy and not very rich in nutrients. Because of this, trees do not grow easily, and the land is mostly covered with low plants such as heather, gorse and grasses.

Heathlands are important habitats for many insects, birds and animals. Some species found on heathland cannot survive anywhere else.

Chapter 1: Explore

Before we can understand the mysterious creature, we need to understand its world.

Think like an Explorer

Before we can understand the mysterious creature, we need to understand its world.

Good explorers use their senses to discover what is around them.

Good explorers:

Look closely

Ask questions

Notice small details

Many writers, artists and scientists have explored Ashdown Forest over the years.

One of them was A. A. Milne, who found inspiration here for the stories of Winnie-the-Pooh.

You don't have to travel far to be an explorer...



MISSION 1

What can you find?

Teacher Tip: This activity works best outdoors in a place where pupils can explore safely, such as the school grounds, a field, the edge of the playground or the area outside the classroom.

Stop and observe



Pause for a moment, look and listen closely.

What can you see?

What can you smell?

What is moving or changing around you?

Can you spot any signs of wildlife?

Try closing your eyes for a moment... what can you hear?

Take a short walk

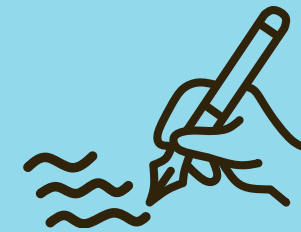


Move slowly around your school grounds, across the field, or around the outside of your school building.

Look closely: What plants, animals or patterns can you see?
Listen carefully: What sounds do you hear in this place?

Did anything surprise you when you looked more closely?

Record your discoveries



Explorers always record what they find.

Back in the classroom, record 3 things you discovered during your exploration.

Draw what you saw or heard or write a few words about what you noticed and how it made you feel.

Share your discoveries



What did you notice that you hadn't seen before?

Did you spot any animals or insects?

What sounds could you hear?
What surprised you?

Share your ideas with the class.

Could any of these signs belong to the mysterious creature?

MISSION 2

Meet our special species

Ashdown Forest is home to some very special species.

Each one has features that help it survive in this unique landscape.

In this challenge you will meet some of the special species that live on Ashdown Forest.



Dartford
Warbler



Green Tiger
Beetle



Dormouse



Adder



Nightjar



Silver-Studded
Blue Butterfly

Dartford Warbler



Green Tiger Beetle



Nightjar



Dormouse



Adder



Silver Studded Blue Butterfly



MISSION 2

Meet our special species

Explore the Species

Using the fact special species fact sheets at the back of this pack, work in small groups. Each group explores one species.

Look closely at your creature.

What do you notice?

What colours or patterns can you see?

Does it have wings, fur, scales or something else?

How do you think it moves?

Where do you think it might live?

What do you think it eats?

Share with the class

Each group shares their creature with the class.

What does it look like?

Where it might live

One interesting fact they discovered

Meet them all

Bring the class back together and look at each species, discussing the interesting facts about each one.

Explorer notes

Choose your favourite species and draw it.

Chapter 2: Imagine

Ashdown Forest's landscape, habitats and animals
inspired A. A. Milne's stories of the
Hundred Acre Wood.

MISSION 3

Postcard from an Explorer

Explorers don't just discover, they share what they find.

Think back to your exploration

What did you discover on your walk?



Create your postcard

Write a postcard to someone at home.

Draw your discovery one side and write your message on the other.

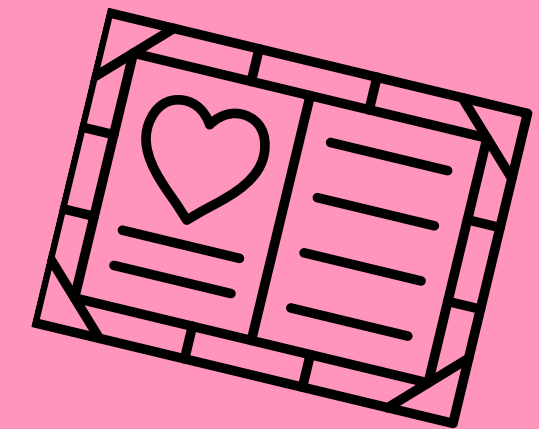
Think about these questions when you write your message:

Where did you go?
What did you see or notice?
What did you enjoy the most?
What surprised you?

Share your postcard

Share your postcard with the class.

You could take it home to give to your family or friends.



MISSION 4

Words of the Wild

Explorer Tip: The more words you collect, the more powerful your storytelling becomes!

Look closely at a species

Choose a species and describe what you see.

What do you notice?

What does it look like?

How does it move?

What sounds might it make?

Where might it live?

Explore describing words

Think of different words to describe what you see

For example:

A snake might be wiggly, smooth or silent

A butterfly might be light, colourful or fluttering

A bird might be quick, noisy or soft

A beetle might be fast, spiky or small

A mouse might be soft, tiny, or fluffy

Build a word bank

Collect words together as a class or in groups.

Keep these words to use in your story, as part of the next Explorer Challenge.

MISSION 5

Create Your Own Story

Explorers use what they observe to imagine what might happen next!

Stories often begin with something we notice.

A. A. Milne was inspired by the places and animals around him when creating his stories.

Before you begin, you could listen to a short story or extract, such as Winnie-the-Pooh, and think about how places and animals are described.

Now it's your turn.

Think about your creature's journey, where does it go, what does it do, and what might happen along the way?

Create

Tell your story in your own way.

You could:

Draw a comic strip
Write a short story and add illustrations
Create a mini book

Where might your animal go?

Choose your special species and setting

Pick one of the special species.
Choose a familiar place for your story.

This could be your school grounds, a garden, a park or somewhere you know well.

Build your story

Think about what might happen.

What is your animal like?
(fast, shy, curious?)
Where does it go first?
Who or what does it meet?
What happens next?
Does something go wrong?
How does the story end?

Draw or talk through your ideas before creating your story. You can use the storyboard template to help plan it

Chapter 3: Create

Ashdown Forest is full of shapes, textures
and living things that can spark ideas.

MISSION 6

Create a New Creature Collage

Your mission: design a new creature that could live in Ashdown Forest.

Ashdown Forest is home to many special species, each with features that help them survive.

What if you could combine features from different animals to create a brand-new forest creature?

You will need:

- Recycled paper and card
- Tissue paper, foil, packaging or fabric scraps
- Fun craft materials like googly eyes, pipe cleaners or feathers
- Natural materials (leaves, grasses, twigs, bark rubbings)
- Glue sticks, tape and scissors
- Pens or pencils or paint

Explorer Fact

Every animal has body parts and special abilities that help it live in a particular habitat. These are called adaptations, features that help an animal survive in this environment.

For example:

Adder – its zigzag pattern helps it blend into the heathland

Dartford warbler – it stays low in gorse and heather to stay hidden

Dormouse – it hibernates in winter when food is scarce

MISSION 6

Create a New Creature Collage

Choose your features

Pick two to four features from the special species.

You might choose:

wings from a bird
a tail from a dormouse
colour from a butterfly
legs from a beetle
movement from an adder

Why might your creature need these features?

Design your Creature

Draw your new forest creature

Look closely at your design.

What does its body look like?

What textures does it have?

What colours or patterns can you see?

Give your creature a name.

Explore materials

Before you begin making, explore a selection of materials.

You might have:

recycled paper and card
fabric or packaging
natural materials like leaves, grasses or twigs

Take time to:

touch and handle the materials
try bending, folding or layering
notice textures, shapes and patterns

What do these materials remind you of? How could they become part of your creature?

MISSION 6

Create a New Creature Collage

Think about survival

Your creature must be able to survive in Ashdown Forest.

Think about:

where it lives

what it eats

how it moves

how its features help it

survive

Share like an Explorer

Share your creature with others.

Explain:

what animals inspired it

which features you chose

how it survives in its habitat

Make your Creature collage

Use your design to create a textured collage.

A collage is made by layering different materials.

You could use:

paper, foil or fabric

recycled or natural materials

pens, pencils or paint

Try tearing, cutting, layering and overlapping before sticking anything down.

Keep it simple. Focus on one or two materials.

EXTENSION

The Mysterious Forest Creature

Can you bring your creature to life? Imagine your creature stepping out of the forest.

Now turn your design into something you can wear.

Make it wearable

Choose up to three features from your invented creature and turn them into something you can wear.

You could make:
a headband creature or a wristband creature or both to create complete creature.

Make your band

Start with a strip of paper or card. Use one long strip for your head and one or two shorter strips for your wrists.

Wrap it around your head or wrist to check the size. You may need an adult to help you adjust it, so it fits comfortably.

Keep the band flat while you decorate it. This will make it easier to add your creature features.

You only need to decorate one side. Think about what will be seen when you wear it. The other side will sit against your head or wrist.

Build your Creature

Add features to bring your creature to life.

You might add:
paper strips or ribbon for movement
eyes, patterns or textures
wings, tails or spikes
antennae or legs using pipe cleaners

Try different materials and see what works best.

Some materials might stick better with glue, others with tape

EXTENSION

The Mysterious Forest Creature

Could this be the mysterious creature people have been searching for...?

Add movement

Cut strips from coloured paper or recycled materials (packaging, plastic, fabric) or ribbon or string

You could also fold or bend card strips to add texture and movement.

Attach them so they hang down and move.

Secure your bands

Once your creature is finished, shape your band to fit.

Use tape, Velcro dots or a staple to join the ends together.

Make sure it feels comfortable and stays in place when you move.

Ask an adult for help if needed.

Become your Creature

Step into character.

How does your creature move?

Is it slow, quick, smooth or jumpy?

Where might it go?

Does it make a sound?

Try moving like your creature.

Share and Perform

In groups or as a class:

Show your wearable creature

Move like it

Say its name

Explain how it survives in Ashdown Forest

Visit Ashdown Forest

If you have enjoyed these activities and would like to find out more about Ashdown Forest, its habitats and special species, the Ashdown Forest Education Team offers a range of learning opportunities for schools, families and groups, including workshops and summer schools.

For more information, please have a look at the [Ashdown Forest Education page](#) or contact the Education Team education@ashdownforest.org

About Trigger

This Education Pack was created by Trigger. Trigger are a creative studio based in North Somerset, creating bold live events.

Trigger interrupt daily life, reimagine and revive public spaces, and put audiences and togetherness at the heart of everything they do.

Trigger's vision is brought to life by diverse teams of artists, creatives, and community members, with a special focus on amplifying local voices. Trigger are proud to have delivered projects like PoliNations, commissioned by UNBOXED, and Each Tiny Drop, MIF Opening Ceremony 2022, and The Hatchling.

Trigger use their platform to showcase new, emerging, inspiring talent. When we are handed the microphone, we use it to highlight issues that are important to us all, even if they are difficult to navigate.



TRIGGER

If you enjoyed this Education Pack, we'll be touring our new show 'TreeKin', to schools from 2027 onwards, with a series of workshops to go alongside it.

If you'd like to find out more, go to: triggerstuff.co.uk and sign up to our newsletter to stay in the loop.