

SuDS for Schools Curriculum - Themes



We will work with schools to design and build SuDS in school grounds and in so doing support multiple learning opportunities across the curriculum as demonstrated below.

Theme	Example enquiry questions	Example activities
Our water and the water cycle	 Where does the water in our local river come from and go to? Where does the water we drink come from? Where does the rain falling on our school roof go? What's a catchment and where are we within it? 	 Build a rain gauge. Estimate and compare rainfall over time. Use maps to identify local water bodies. Build a mini water-cycle. Photograph local sources of water. Ask the local water company questions. Find and read a water meter. Plot the route of your local river from source to sea. Activities link to mathematics, science and geography
Waterways past and present	 How has our local river changed over time? How did we use our local river in the past? How do we use our local river today? 	 Use maps to compare the shape and course of rivers over time. Use historical photos and interview local residents to explore how we've used ourlocal river in the past. Activities link to history and geography
Our community past and present	 Who lives in our community now and who's lived here in the past? How has our local area changed over time? When was our school built and what was here before? Who looks after our school and how? 	 Explore census information and local records. Invite local community groups to school. Use historical maps. Take before and after photos. Use role play to re-enact your local history. Explore school building plans. Interview a local builder. Conduct a site survey. Keep a caretaker's diary. Activities link to history, geography and design and technology
Caring for wetlands and saving water	 What do we do at school that affects the environment and how? How can we save water at school? If we save water, who and what will benefit? 	 Conduct a water audit. Calculate water used annually. Write a water saving action plan for school. Model the affects of water pollution. Investigate sources of water pollution at school. Invite your local river action group to school. Activities link to science and mathematics
Wetland habitats, plants and animals	 What lives in a wetland and how? How does a wetland ecosystem work? How do ecosystems help me? How do wetlands change each season? 	 Conduct a biodiversity survey. Keep a wildlife diary. Use microscopes and keys to identify plants and animals you find. Model food webs. Investigate news articles about flooding and drought events - explore the link between these events and wetlands. Find at home and in school food, medicines and materials that come from wetlands. Activities link to science, mathematics, history and geography
Wetlands and water around the world	 Where do schools in other countries get their water from? How do different countries use their rivers? What are rivers in other countries like and why? What do rivers mean to other cultures? 	 Use maps to identify rivers around the world. Talk to schools in other countries about their local river and water supply. Interview community members - explore their cultural links to rivers. Explore water related myths. Write water inspired poetry. Write about your local river using community languages. Activities link to history, geography, religious education, languages and English
Improving our school for water and wildlife	 How can we catch rain water in our school grounds? What can we do with rain water? How can we encourage more wildlife to our school grounds? How will a SuDS in our school grounds affect our local river? 	 Design a SuDS to catch and clean rain water in your school grounds and provide a habitat for plants and animals. Research design options. Measure your site. Consult with stakeholders. Calculate costs. Draw plans. Present ideas to your local council. Visit your local river. Help build the SuDS in your school grounds. Write an action plan to look after your SuDS. Activities link to science, mathematics, ICT, geography and design and technology