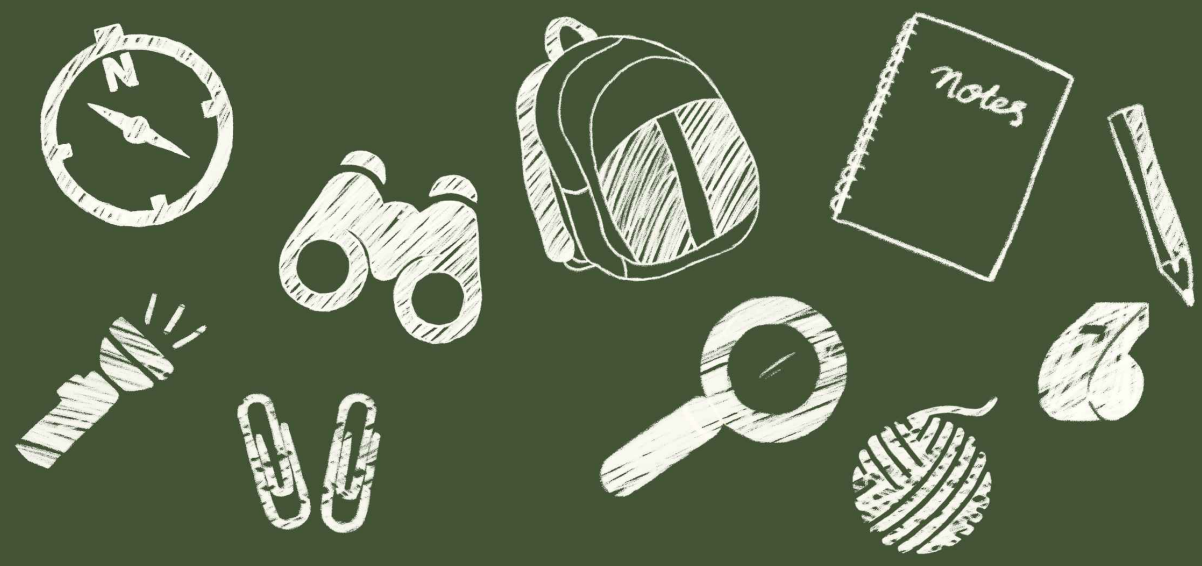


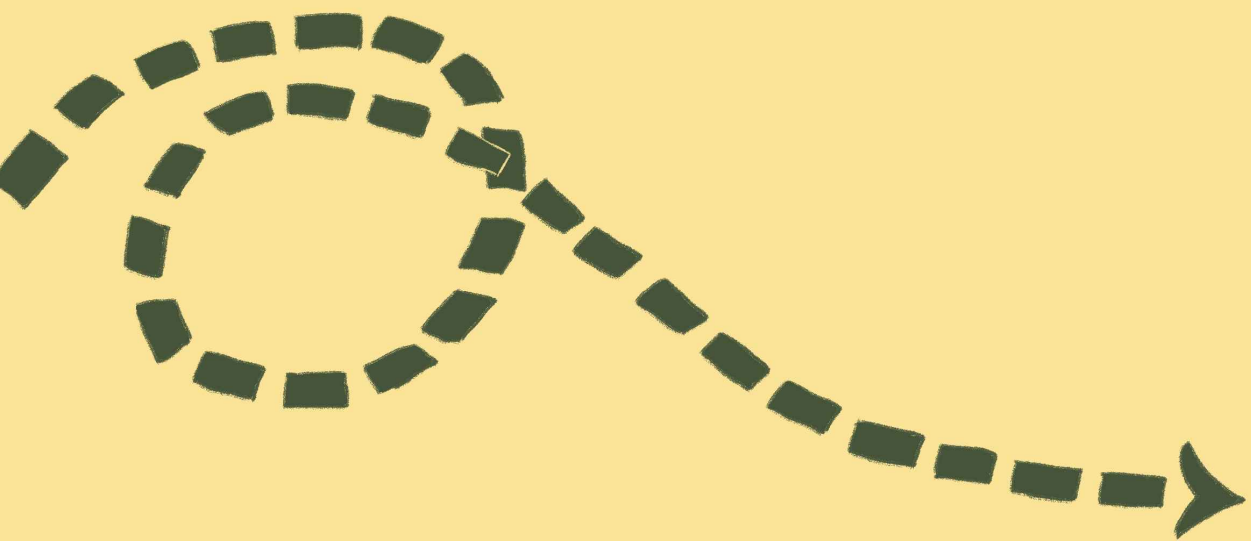
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# LEARNING ADVENTURE TOOLKIT

LEADER'S WORKBOOK







# LEARNING ADVENTURE TOOLKIT

## LEADER'S WORKBOOK

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Tel: +65 9421 4714 or  
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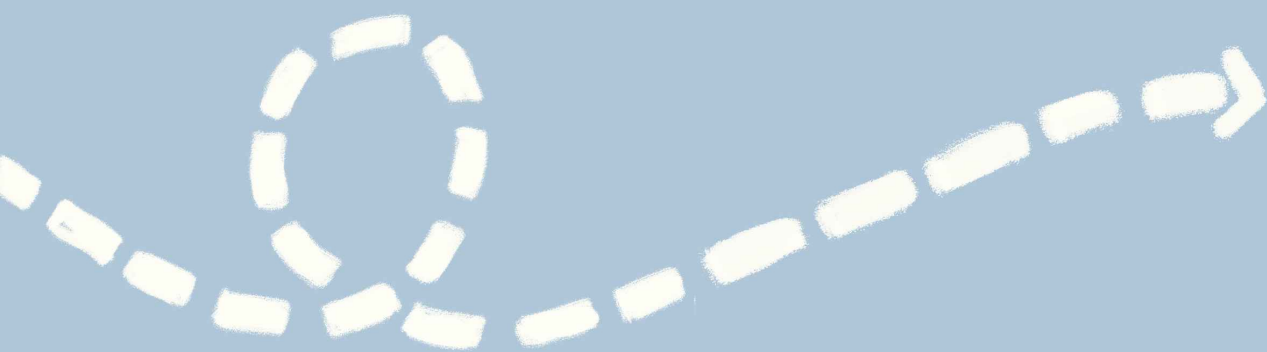
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Leave it to  
US!

We've got your  
back for your  
Learning adventure  
needs!

# Why Learning should be an Adventure

Captivating young minds is to take them on an adventure. It is to fully immerse them in the magnificent world around them with ample opportunity to discover and experience how the knowledge they learnt in the classroom relates to real life. We've seen it happen countless times - that sparkle in a child's eye when he touches a leaf for the first time; that squeal of delight when he spots an insect he read about while using a magnifying glass; the curious questions he gets when he stumbles upon something new.

Children learn best through exploration and self-discovery. So, when excitement, fun, and adventure is injected into the learning experience, they thrive. Such learning environments are perfect for stimulating young minds and fostering deepened understanding in children that last. They inspire a love for learning in children - away from the mundane, conventional, classroom-based lessons that they experience on a daily basis.

Adventure however is not without challenge and unfamiliarity. It requires being outside of your comfort zone and to overcome fears. Children who learn through adventure develop significantly different than others - they are self-confident problem-solvers who are better equipped to cope with difficult situations.

The benefits of learning as an adventure for children are manifold both in terms of quality of education and character development. Its role in developing world-ready, values-driven children and youth who are curious, keen to discover, and embrace challenge positively has also been proven by education experts.

So, how about you? Are you ready for an adventure?



# About the Learning Adventure Toolkit

When navigating any adventure, you need a working compass and a good map!

The “Learning Adventure Toolkit” is an all-encompassing toolkit that helps you to navigate through planning, designing, and conducting meaningful out-of-classroom learning adventures.

The toolkit empowers and guides you to create purposeful learning adventures so that you can inspire a culture of curiosity, wonderment and knowledge-seeking in children’s daily lives.

From this toolkit, you’ll discover that being an awesome “Adventure Master” requires training.

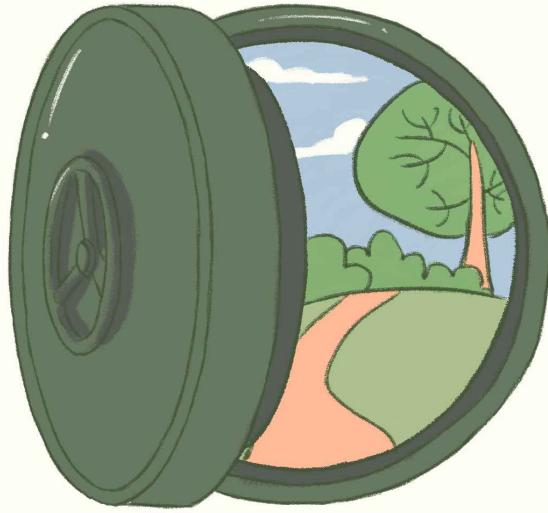
The learning journey to become an Adventure Master is broken down into three stages: Becoming a Learning Adventure Leader, Mastering Adventure Creation and Mastering Adventure Facilitation.

Through exercises in the toolkit, you will master the ways of activating a location and infuse props into learning adventures to make your adventures come alive.

Most importantly, you will learn how to plan your own mission - one that fulfills the objective of the learning adventure while allowing your target audience (children) to focus on the learning objectives set at the start.

By the time you reach the end of the toolkit, we are confident that you will successfully earn the grand title of “Adventure Master” and will be able to create new adventures to fill up your learning adventures vault!

Let’s begin!



## “YOUR MISSION”

Should you choose to accept, your mission today is to successfully earn the grand title of “Adventure Master” and create new adventures to fill up your learning adventures vault.

# THERE ARE 3 STAGES TO YOUR TRAINING



## EVOLUTION 1

Becoming a Learning  
Adventure Leader



## EVOLUTION 2

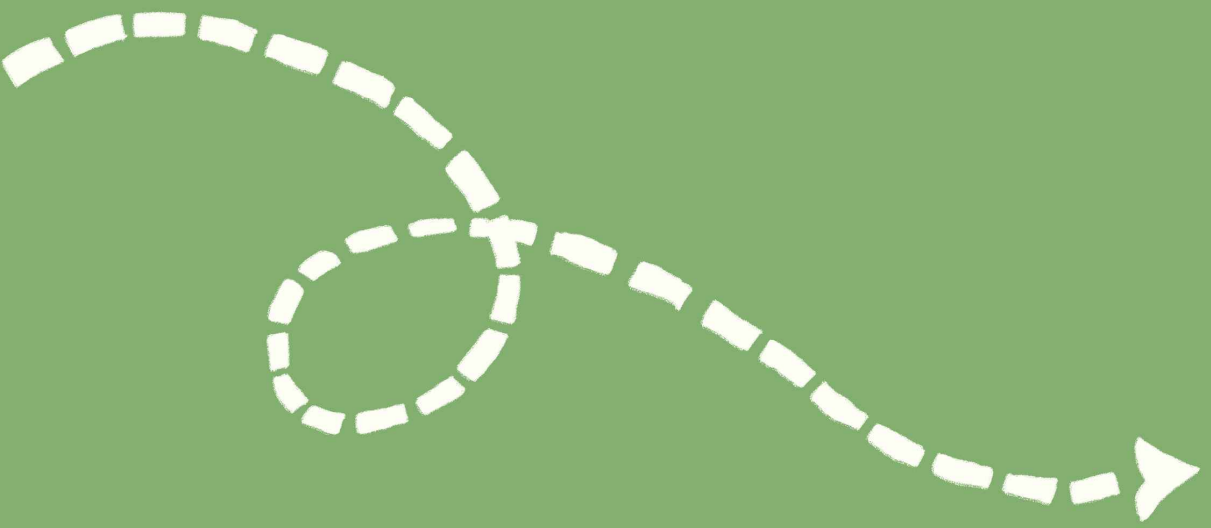
Mastering Adventure  
Creation



## EVOLUTION 3

Mastering Adventure  
Facilitation

Let's begin!





# EVOLUTION 1

"To be an excellent Learning adventure  
Leader, one must first  
master the elements..."

# GETTING TO KNOW LOCATIONS!

Knowing different locations will help you craft **EXCITING ADVENTURES!**

## ELEMENT#1: LOCATION

Learning adventures can happen at any SPACE OR LOCATION both INDOORS & OUTDOORS.

It can be conducted in a FIXED LOCATION or as part of a JOURNEY from one location to another.

We call this: "Learning Space Activation!"

Can you think of **LOCATIONS** or **JOURNEYS** that will make great Learning adventures?

PARK



PLAYGROUND



MALL



TO THE MALL



ON A HIKE



ON THE BUS



## ELEMENT#1: LOCATION

Activating a location means using the resources available at these locations for your learning adventures.

# OBSERVATION CHALLENGE!

Below is a list of **FEATURES**, **FIXTURES**, & **OBJECTS** you can find outside.

**CIRCLE** the items you see in your immediate surroundings. If you are indoors, **LOOK OUT THE WINDOW!**

1. Trees / Bushes / Plants
2. Open field / Space
3. Running tracks
4. Fitness corners
5. Hills
6. Lampposts
7. Roads
8. Sand
9. Vehicles
10. Car Parks
11. Fences / Railings
12. Road signs
13. Traffic lights
14. Rubbish bins
15. Play ground
16. Shops
17. Sport Courts
18. Pond
19. Staircase
20. Benches
21. Shed
22. Buildings
23. Pavements
24. School
25. Parks
26. Slope



Can you think of locations near you that have these elements?



LOCATION	EXCITING ELEMENTS

# LETS GET CREATIVE!

## ELEMENT#1: LOCATION

Now that we know what FEATURES, FIXTURES, & OBJECTS ARE...  
LET'S ACTIVATE THEM!

What can a lamp post be?



What can you use the bench for?

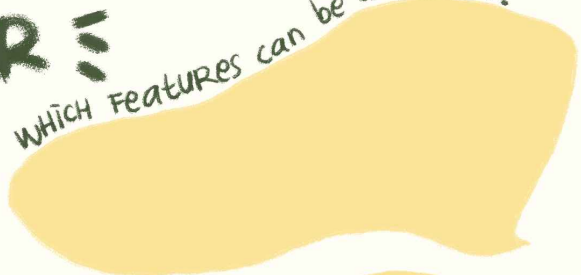
What can you turn into a hideout?



How will you infuse a fitness corner into your adventures?

OR

Which features can be a tunnel?



What can you activate into an obstacle course?



What else?





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# EVOLUTION 2

"To be an excellent Learning adventure Leader, you must be able to weave all the elements seamlessly together..."

**ONWARD TO THE NEXT STAGE!**

# ≡ PIT STOP! ≡

Here are some points to take note before you start weaving your learning adventure!

## Setting Learning Objectives

This is the serious bit of the whole learning adventure creation process. Setting learning objectives are important to ensure that the learning adventures you are crafting has a purpose and you know where the "goalpost" is.

It will help steer your thoughts & actions when facilitating the adventure & help you keep on track toward the desired outcome.

Here are 4 main learning objectives you can infuse into your learning adventure

You can focus on one OR you can integrate them all into your learning adventure. The choice is yours!

SOCIAL  
SKILLS

Emotional  
managemet  
skills

Physical,  
GROSS, &  
FINE MOTOR  
SKILLS

Academic  
knowledge

# LET'S BEGIN!

In the next few pages you'll be brought through the Process of crafting a learning adventure. The step by step guide will help you with your thought processes and before you know it, "Voilà!" you'd have crafted your first learning adventure!

## PRO-TIPS TO HELP YOU SURVIVE THE PROCESS

### RELAX!

Don't sweat it! You've got this. Crafting a learning adventure is not as hard as you think. You already have the knowledge & experience of what you're going to share collected through the years you've been alive. It's now just a matter of structuring it & putting it in a logical flow.

### BE WACKY!

The best part of crafting a learning adventure is you get to be creative & imaginative. Everything is possible & nothing is impossible. Whatever mission you can think of can be realised. Don't be afraid, just craft it!

### GET MESSY!

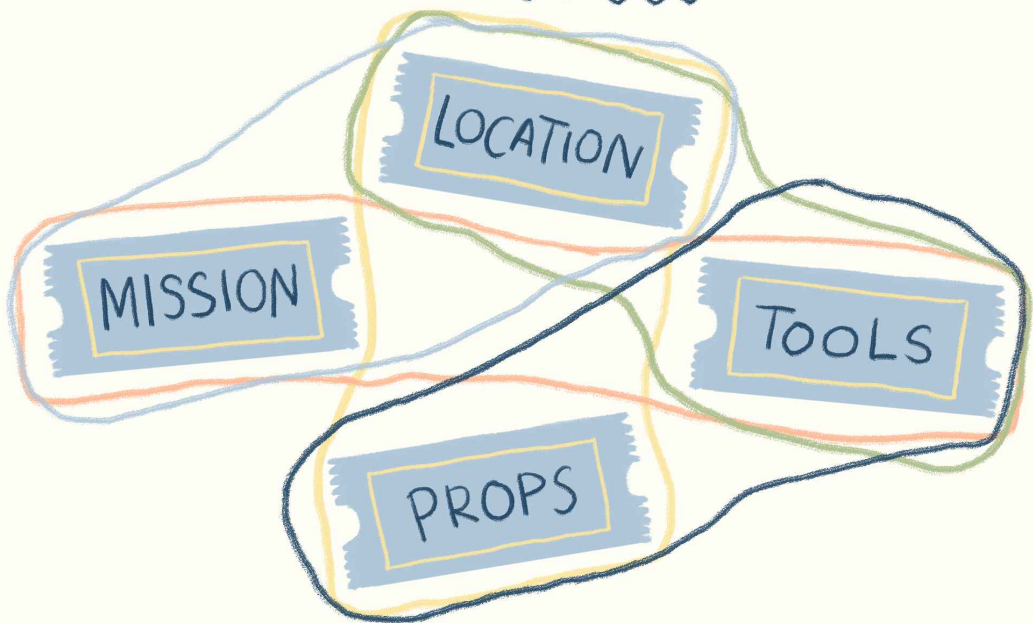
It's alright that you don't craft the perfect mission flow the first time. It is ok to have your ideas fragmented & in pieces. The process of connecting seemingly disconnected ideas forces you to get creative & that is where the magic usually happens. Embrace the challenge.

The messier, the better! onwards!



# THE WEAVING STARTS NOW!

Weaving the elements is an ART but it is NOT difficult.  
YOU CAN DO THIS!



As discussed in chapter 1, there are 4 elements that you need to weave together to craft an awesome Learning adventure.

And everything is connected! The choice of location, tools, props & mission types you choose will affect the overall Learning adventure experience.

Since the elements are all interconnected to each other, it is only natural if you feel like jumping to & fro the Steps.

This is normal, don't worry! Follow your own thought process flow. That is where the best ideas usually come from!

we are just

**A MESSAGE**

away!

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# EVOLUTION 3

"To be an excellent Learning adventure Leader, one needs to do and have..."

**ONWARD TO THE NEXT STAGE!**

# ≡ PIT STOP! ≡

Phew! The crafting is over, time to go for the learning Adventure! NOT!

## PREPARING FOR THE ADVENTURE

≡ CONGRATULATIONS! ≡ You have successfully crafted a learning adventure. However, your Learning Adventure Leader journey is just beginning.

Planning an exciting learning adventure is just half of the role of a leader. What is also important is to prepare and execute the learning adventure well. The best plans if not prepared & executed well will be wasted effort.

In this segment we will share factors you would need to consider when preparing for the learning adventure. We are also going to share with you some techniques that you can implement to help you get the most enjoyment and learning from the exciting adventure you have created!

## LET'S BEGIN!

### BEFORE

#### PACKING FOR SUCCESS!

1. Packing for the adventure
2. Preparing adventure Logistics

### DURING

#### KEEPING THE ADVENTURE ENJOYABLE, SAFE AND EXCITING!

1. Risk assessment & safety
2. Being an energetic facilitator
3. Games to keep things exciting
4. Keeping Plan-B handy

### AFTER

#### DRAWING OUT LEARNING & TEACHABLE MOMENTS!

1. Reflection techniques



# BEFORE: PACKING FOR SUCCESS!

## PREPARING adventure logistics

Based on our experiences, over preparing is better than under preparing. By over preparing for your learning adventures, it gives you more options to adapt & adjust your adventure as you go through it.

Factors such as weather, availability of location & your child's mood will require you to tweak your adventure flow to keep it going. And having a bag of tricks will help you achieve that!

1.

The first thing you need to prepare is "the must have logistics." These are the logistics that are required to conduct the activities.

Think of the different segments of your learning adventure. What would you need for each segment?

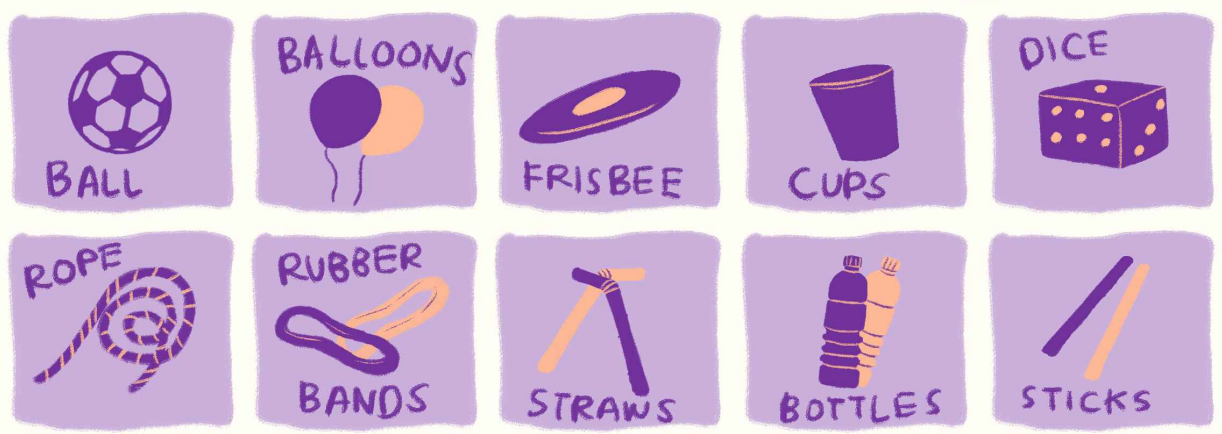
2.

Next, you need to think about your bag of tricks. This can be divided into two "bags" - a "making bag" & a "playing bag".

Some items you can include in your MAKING BAG



Some items you can include in your PLAYING BAG



We are looking

**FORWARD**

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