



Bryniau Clwyd a
Dyffryn Dyfrdwy
Tirwedd
Cenedlaethol

Clwydian Range
and Dee Valley
National
Landscape



Pontcysyllte
Safle Treftadaeth Y Byd
World Heritage Site

Looking After Our Woodlands

Teacher Guidance Notes

Learning Objective

To understand how trees can be cut down to manage a woodland sustainably.

Success Criteria

- Follow the powerpoint and watch the films.
- Play the game to help reinforce what has been learnt.

Time needed for activity

60 minutes

Location

Open space, preferably outside

Resources and Equipment

- ICT with internet access.
- To play the game you will need a wide open space.

Brief for Teacher

This game activity supplements the wide range of resources about woodlands available from [Natural Resources Wales](#).

In the linked resources above there are some activities associated with woodland management, however it does not fully cover all the ways which a woodland can be managed sustainably. E.g. the Ranger teams in the Clwydian Range and Dee Valley manage many woodlands by **coppicing**.

- Share the Learning Objective and success criteria with the class.
- Follow the PowerPoint to discover the main types of woodland that are found in the Clwydian Range and Dee Valley and how they are managed through cutting down and planting trees.
- The PowerPoint has several speech bubbles which can be read aloud by pupils as they play the role of rangers/countryside managers/foresters.
- There are links to films to watch and the opportunity to play the Woodland Detective game in the middle to reinforce the learning.



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Activity Instructions

Woodland Detective Game

This game is adapted from the traditional party game of wink murder. Head outside to play the game in a natural environment.

- The class stand in a circle.
- One person is chosen to be the woodland detective, initially they must move somewhere out of hearing and sight of the group, whilst the game is set up.
- The remaining people in the circle close their eyes whilst the teacher walks around the outside of the circle and taps one person on the shoulder. This person is the wood cutter and everyone else is a tree.
- The woodcutter decides on the **woodland management** plan from the following options:
 - Coppicing** - when a tree is cut down it can regrow after 20 seconds.
 - Clearfelling** - when a tree is cut down it doesn't regrow.
- Everyone in the circle knows the plan and can pose in a tree shape with branches (they can move very slowly as they would in the wind or change shape as they 'grow'). The woodland detective can now return to the group.
- The objective of the game is for the woodcutter to cut down as many 'trees' as possible without being identified by the detective, they do this by winking or blinking at the 'trees'. The woodland detective stands in the middle of the circle and tries to work out who the woodcutter is (they can have 3 guesses). They can also identify the type of management that is taking place in the woodland. When a 'tree' is cut down the player falls to the ground (with added drama if they wish) and depending on the woodland management they can regrow (coppice) or remain felled on the ground.
- At the end of the game discuss what the woodland management plan was and how the wood cutter would manage the woodland after cutting down the trees.