

LEGOLAND® WINDSOR RESORT offers a wealth of opportunities for learning. This list of study topics suggests attractions and areas of the Resort pupils can visit.

MODES OF TRANSPORT

- Science ► D&T
- ▶ 25 Orient Expedition Chopper Squadron 33 S.Q.U.I.D. Surfer 35 Atlantis Submarine Voyage 57 Miniland
- 2 Hill Train
- **► TRAFFIC**
- ► For a KS1 Transport project the Resort offers the opportunity for pupils to look at the similarities and differences of a wide range of different forms of transport - hot-air balloons, trains, helicopters, boats, cars and submarines.

FORCES

- ▶
 The Dragon

 Extreme Team Challenge (2) Pirate Falls Dynamite Drench 56 Space Tower
- Vikings' River Splash
- ► Study the different forces used on the rides - push, pull, gravity - and the ways in which friction is used or overcome. Why not add a Get Moving workshop?

NUMERACY

- ▶ Maths
- ▶ 1 LEGO® Star Wars™ Miniland Experience 57 Miniland
- ► The Resort provides great opportunities for key mathematical skills to be used in realistic and engaging settings, for example: estimating distances and how many LEGO bricks are used in certain models; using miniature models to introduce the concept of ratio and scale; recording and presenting data such as the number of people entering the Resort at different times of the day.

MECHANISMS

- ▶ Science ▶ D&T
- ▶ 2 Hill Train 57 Miniland Pirate Falls Dynamite Drench 23 Aero Nomad Scarab-bouncers
- 56 Space Tower
- ▶ Identify the mechanisms and sources of power used to operate the different rides in the Resort including: electric motors, gravity,

counter balance, pulleys,

pumps and pneumatics.

CITIZENSHIP SKILLS

- ▶ 28 Digger Challenge 41 Fire Academy 37 Boating School 38 Driving School
- ▶ Use a variety of rides to develop citizenship skills and an understanding of how to keep safe in a variety of situations - Including road, water, fire and building site safety.

STRONG STRUCTURES

- ▶ Science ▶ D&T
- ▶ 54 Sky Rider 4 Jolly Rocker
- ► Explore the materials and structures used to construct rides in the Resort - why not add a Tall Towers workshop?

HISTORICAL CONTEXT

- ▶ History ▶ English ▶ Art ▶ Music
- ▶ 34 Dino Safari
- ► PIRATES LANDING
- ► KNIGHTS KINGDOM
- LAND OF THE VIKINGS
- ▶ The historically-themed attractions provide a strong visual and creative stimulus for a number of topics

KINGDOM OF THE PHARAOHS

MAPS

▶ Geography ▶ Maths

studied in schools.

- ▶ Throughout the Resort
- ▶ Be an active geographer and try out key mapping skills, including map reading and using keys, while exploring the Resort.

LIVING THINGS

- ▶ Science
- ▶ 35 Atlantis Submarine Vovage
- ▶ This attraction lets children get up close to a large variety of aquatic animals. It provides an opportunity to demonstrate curriculum elements such as adaptation variation and feeding relationships.

LITERACY

- ▶ English
- ▶ Throughout the Resort
- ► A day at the Resort will offer a starting point for a range of literacy activities, from chronological report writing and presentations to descriptive and story writing.

21 Thunder Blazer

22 Desert Chase

23 Aero Nomad

24 Xbox 360® Gaming

27 Remote Control Trucks

28 Digger Challenge

31 Climbing Wall

33 S.Q.U.I.D. Surfer

34 Dino Safari

38 Driving School

40 Balloon School

41 Fire Academy

42 Fairy Tale Brook

39 L-Drivers

- Puppet Show

1 DUPLO® Playtown

48 Mole in 1 Adventure

46 DUPLO® Train

51 The Exploratorium

52 MINDSTORMS®

Build and Test

Workshops

54 Sky Rider

Toilets

First Aid

(1) Lockers

Lost Services

5 Vikings' River Splash

6 Loki's Labyrinth

8 Spinning Spider

The Dragon

Longboat Invader

Drench

4 Jolly Rocker

(6) Caricatures

(B) Pirate Training Camp

(E) Enchanted Forest