# Seamer and Irton CP School – Forest School

## **Topic: Forest School – Knots**

### **Prior learning**

- Apply knowledge of an overhand knot in bushcraft activities.
- Know what a square (reef) knot is.
- Know what lashings can be used for.

## **Investigate**

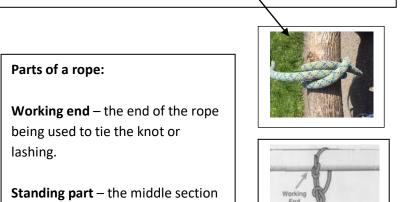
• Rope spaghetti –

Use lengths of rope which are tangled together. There should be enough ropes so that each person can have one end of a rope, which they will need to pick up. The aim of the game is to untangle the ropes without letting go of your end of the rope.

- Tie two pieces of rope together to play tug of war.
- Experiment tying and untying knots with pieces of rope.

## Key vocabulary

**Clove hitch** There are two ways of tying a clove hitch knot. If the object has an open end then you can make two loops, put one behind the other and then place this over the top of the open end and pull. Alternatively, if the object does not have an open end, pass the rope around the object twice, crossing it over and passing under the loop of rope at the front. The clove hitch is easy to tie and release meaning that it is a good all-purpose knot, useful in setting up shelters; for adjusting stage curtains in a theatre; or for positioning a fender when boating.



of a rope.

Running end – the end of the rope not being used.

# Year 4 – linked to topics

### Key knowledge I will understand

- Begin to apply knowledge of clove hitch knots through bushcraft activities.
- Investigate untangling knots.
- Name parts of a rope.

# How I will develop my skills





# Y-shaped weaving loom

## 1. Find a stick

Find a sturdy Y-shaped stick that won't bend or break when you're stringing it and weaving on it.

2. Tie on your string

Begin with an arm's length piece of string. Tie one end of the string to a branch, close to where the two parts of the branch meet.

3. String your loom

Take the string across to the opposite branch and wrap it around the branch in at least one full circle before coming back across the loom and repeating. Tie off your string when you reach the top of the Y and trim any excess.