

Scottish Outdoor Access Code education resource pack



Stages: All (EY-S6)



Time: 30 min – 2 hrs

Purpose: Pupils will learn about their rights and responsibilities under the Scottish Outdoor Access Code via a series of activities created by NatureScot.

Curricular links

The activities in the resource pack cover Expressive Arts, Health and Wellbeing, Literacy, Sciences and Social Studies.

Full details of the specific areas covered by each activity can be found in the [guidance document](#) that accompanies the resource pack.

Introduction

A series of activities have been created to help pupils understand their rights and responsibilities as per the Scottish Outdoor Access Code. The activities can be accessed via a [series of documents](#), hosted by [NatureScot](#).

Below is a summary of the activities to help you select which ones to focus on with your pupils.

Summary of activities

Each activity can be adapted for all ages and abilities.

Starter activities

1. **Photo cards** – discussion based activity covering access rights and responsibilities.
2. **Story cards and posters** – discussion based activity covering the consequences of irresponsible behaviour outdoors
3. **Poster adventures** – imagination based activity covering how positive behaviour has positive effects on everyone outdoors



4. **Story cards** – discussion based activity covering the benefits of responsible behaviour outdoors.

Creative activities

1. **Make a code poster** – practical activity to create a poster about the Scottish Outdoor Access Code.
2. **Tell a code tale** – role-play activity to consider differing people's viewpoints about the Scottish Outdoor Access Code.
3. **Design a trail guide** – practical activity to create a map of routes through your local area.

Active games

1. **Key principles** – simple game to relate responsible behaviour to the key principles of the Scottish Outdoor Access Code.
2. **Obstacle course** – active game where you create obstacles that require correct application of the Scottish Outdoor Access Code to complete them.
3. **Doggy doo** – practical game where pupils practice picking up pretend dog poo with and without a blindfold.
4. **Code quest** – participants follow a route and answer questions on the code as they go.
5. **Do you know the code?** – matching game using photo cards that need to be matched to a corresponding responsible behaviour.

Group Activities

1. **Access on your doorstep** – discussion based activity covering land use identification on maps and access / conflict issues due to land use type.
2. **Wearing a different hat** – role-play activity to act out discussions between different types of land user.
3. **Irresponsible acting** – role-play activity to act out irresponsible behaviour outdoors and its consequences.
4. **Local access forum** – role-play activity to act out how Local Access Forums help to find solutions to outdoor access issues.
5. **Make a game** – creativity activity where pupils create games based on the Scottish Outdoor Access Code.
6. **Using the photo cards** – discussion based activity covering rights and responsibilities outdoors.