



Make your own magic: Think up your own adventure!



Make your own magic and come up with some Wizarding Adventures of your own!

Time



Environment





Price



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Age

3 - 5

5 - 7

7 - 11

14 - 18

Subject

Art

Community

Culture

Drama

English

Geography

History

Maths

Music

Outdoor Learning

P.E.

Religion

Science

Wellbeing

Soft Skills

Accountability

Communication Decision making

Gross Motor Skills

Independence

Leadership

Negotiation

Relaxation

Research

Self motivation

Teamwork