



Nottingham City Council, in collaboration with Greg Bottrill, present an outdoor play project: **With Boys in Mind**

What is the aim?

This project is **fully funded** and has been put together by the local authority to address some of the trends seen in EYFSP data. The aim is to support practitioners develop learning and language through effective outdoor play which provokes wonder and stimulates imagination. The project will support all learners but will have a particular focus on developing opportunities to engage boys in their learning to enable them to achieve.

What do we hope the project will offer and achieve?

Practitioners will become confident in delivering quality outdoor learning experiences which promote curiosity and engagement, particularly for boys and active learners through a co-play model.

Children will develop communication and language, resilience, regulation and storytelling through imaginative co-play opportunities and problem solving activities.

Key dates

All sessions will be hosted at **NTU (Clifton Campus)** and will run **13:00-16:00**

Initial training and access to **Adventure Island**: Thursday **22nd May 2025**

Support session and trouble shooting: Thursday **19th June 2025**

Final session and access to **Happy Talk**: September 2025 (Date to be confirmed)

Next steps

Register your interest by **Wednesday 2nd April 2025** by completing [THIS FORM](#) and read on for further details of the project. If you have any questions please contact jane.harding@nottinghamcity.gov.uk or caroline.vissani@nottinghamcity.gov.uk

Greg Bottrill will introduce and use his **Adventure Island** concept as a catalyst for the delivery of this project. This model harnesses the power of play and the magic of childhood and has the potential to raise attainment across different areas of learning, particularly for boys and more active learners.

This initiative is a collaboration of high quality, evidence-informed approaches and expertise which has been designed to address the growing gender gap in Nottingham City EYFSP data.

What will the project involve?

We are looking for 50 early years settings or schools to develop Adventure Island at their setting and monitor the impact this has on engagement and attainment. The project will run from May 2025 to September 2025 and involvement includes:

- ◆ Three face to face sessions with Greg Bottrill, all of which **must be attended** by the lead practitioner for the project and a member of the leadership team.
- ◆ Access to Adventure Island and Happy Talk resources.
- ◆ CPD for participants who will discover how to breathe new life into outdoor play and develop children's imaginations to raise engagement and attainment in a way which is flexible and adaptable for any timetable.
- ◆ Opportunities to share feedback to help us understand your experiences and measure children's engagement in the project.

How will participants be supported to deliver the project?

Participants will attend three face to face sessions and find out more about Adventure Island and how this can be brought to life in their setting. They will have time to consider the development of the project and how to develop this culture with the wider staff team. There will be access to support from the Early Years Team and a network of colleagues implementing the change to draw on ideas and troubleshoot issues as they are realised. All settings will also receive **free access** to Adventure Island and Happy Talk resources from Greg Bottrill's site '*Can I go and Play Now?*' to support the delivery and development of the project. **Please note settings will incur a cost to cover the price of these resources if participants do not attend all of the sessions.*

What is Adventure Island

Adventure Island is all around us and as it comes to life our young children can engage in the world of story and imagination. Based around the concepts of joy and co-playing, **Adventure Island** is a place that you and the children will want to return to again and again! It has huge potential for curriculum delivery with all the emotional engagement of play and discovery to engage learners and unlock potential.

More information can be found at [Adventure Island - "CAN I GO AND PLAY NOW..?"](#)