



Mentor Subject Area Overview

1. Victoria Clark, Connected in Nature

<i>Core Subject Areas</i>	<i>Thematic Strengths</i>	<i>Applied / Practical Skill Areas</i>
<ul style="list-style-type: none"> • Holistic Therapy • Wellbeing • Nature Connection • Permaculture Design • Spiritual Care & Coaching 	<ul style="list-style-type: none"> • Divergent thinking • Natural health • Sustainable land-based projects • Community wellbeing • Personal development 	<ul style="list-style-type: none"> • Establishing wellbeing initiatives • Permaculture design planning • Bushcraft • Traditional crafts • Nature-based CIC development • Holistic practice models
<i>Ideal Project Types</i>		
<ul style="list-style-type: none"> • Wellbeing programmes • Land-based sustainability projects • Personal development projects • Natural health research • Nature-based enterprise 		



2. Georgina Fuller, The Sea We See

<i>Core Subject Areas</i>	<i>Thematic Strengths</i>	<i>Applied / Practical Skill Areas</i>
<ul style="list-style-type: none"> • Physics • Chemistry • Mathematics • Ocean Sciences • Marine Biology • Geography (coastal, mapping, navigation) • Weather & Climate • Environmental Science 	<ul style="list-style-type: none"> • Ocean literacy • Coastal systems and geology • Marine conservation • Ocean plastics and pollution • Sustainable living • Ports and maritime industry • Renewable resources (e.g. seaweed oxygen production) 	<ul style="list-style-type: none"> • Field-based investigation • Data measurement (including underwater/physics-based measurement) • Mapping and navigation • Sustainable gardening (bee-friendly gardens, veg growing, chickens) • Property renovation (applied maths and practical skills) • Large-scale environmental art (murals, sculpture, graffiti tied to science themes)
<i>Ideal Project Types</i>		
<ul style="list-style-type: none"> • Field research • Applied environmental science • Sustainability projects • Blue science with artistic outcome • Interdisciplinary STEM + art 		



3. Liz Knapper, Back Into Nature

<i>Core Subject Areas</i>	<i>Thematic Strengths</i>	<i>Applied / Practical Skill Areas</i>
<ul style="list-style-type: none"> • Sustainability • Climate Change • Biology (nature-based) • Education • Social Enterprise • Community Projects 	<ul style="list-style-type: none"> • Young changemakers • Interdisciplinary project-based learning • Environmental action • Critical thinking • Independent research • Communication and presentation 	<ul style="list-style-type: none"> • Project-based learning design • Community engagement • Social entrepreneurship • Interdisciplinary academic projects • Presentation development
<i>Ideal Project Types</i>		
<ul style="list-style-type: none"> • Sustainability action projects • Climate research • Community-based initiatives • Social enterprise start-ups • Education reform or innovation projects 		



4. Anthea Stock, Waldorf Teacher

<i>Core Subject Areas</i>	<i>Thematic Strengths</i>	<i>Applied / Practical Skill Areas</i>
<ul style="list-style-type: none"> • Botany • Zoology (particularly birds) • Geography • Ancient History • Mythology (India, Mesopotamia, Egypt, Greece, Norse) • Food Technology • Craft (textiles, wool, embroidery) 	<ul style="list-style-type: none"> • Evolution of plant life • Biomes • Local geography and legend • River journeys • Birds of prey and falconry • Traditional food processes • Cultural and mythological studies 	<ul style="list-style-type: none"> • Gardening • Survey work (e.g. RSPB bird watch) • Data representation (graphs, charts) • Map-making • Textile crafts (spinning, knitting, crochet) • Farm-to-food production processes
<i>Ideal Project Types</i>		
<ul style="list-style-type: none"> • Nature studies • Local geography research • Cultural geography • Craft-based historical exploration • Botanical research with practical growing element 		



5. Derianna Thomas, Tyneside Irish Dance

<i>Core Subject Areas</i>	<i>Thematic Strengths</i>	<i>Applied / Practical Skill Areas</i>
<ul style="list-style-type: none"> • Game Design (digital & physical) • Event Production & Management • Survey-Based Research • Mathematics & Data • Folk Dance & Cultural Studies 	<ul style="list-style-type: none"> • Applied research • Ethics in survey design • Game mechanics • Data visualisation • Interdisciplinary creative maths • Performance & cultural heritage 	<ul style="list-style-type: none"> • Digital game creation • Board/card game design • Event planning and evaluation • Marketing and accessibility • Data analysis and reporting • Translating data into art • Performance and choreography
<i>Ideal Project Types</i>		
<ul style="list-style-type: none"> • Educational game design • Community event creation • Academic survey research • Data-art projects • Folk dance research and performance 		