

Dinolandia · Educational experiences · School year 2026-2027

Nature · Adventure · Play · Science · Discovery

Explore a world of dinosaurs. At Dinolandia, learning can be an adventure. Our educational experience combines discovery, play and scientific curiosity with a journey among animatronic dinosaurs in natural Mediterranean woodland.

Each group enjoys an experience adapted to its age and educational level. Observation, exploration, questions, challenges and sharing discoveries become learning tools. Students are active protagonists, discovering dinosaurs through direct experience. The programme connects with the learning and competencies of each educational stage. The original brochure lists mariajose@dinolandia.es for reservations; current group enquiries can be sent to grupos@bosqueencantado.net.

The dinosaurs have woken up! · Early years · 1-1½ hours

Educators guide young children through the park among animatronic dinosaurs, with games and small age-appropriate challenges. Play, movement, observation, imagination and discovery turn dinosaurs and woodland into the protagonists of an adventure.

Methodology: playful, participatory and experiential. Games and challenges are part of the route, encouraging direct observation, exploration and interaction with the environment. Simple questions, imitation, searches and movement games reveal dinosaur features and natural elements. Activities are adapted to ages 3-6, prioritising enjoyment and participation.

Objectives: awaken curiosity about living things and nature; recognise simple dinosaur characteristics; distinguish size, shape and movement; develop exploration and observation; encourage physical expression through imitation; stimulate imagination and participation; discover animals' basic needs; and encourage respect and care for nature.

Nature explorers · Primary years 1-2 · 2½ hours

Young nature explorers receive a mission to observe, compare and discover characteristics of living things. The Research Centre and Dinolandia expedition use play and observation to encourage curiosity. Students ask questions and form simple hypotheses to test among dinosaurs and woodland.

Methodology: playful, participatory and inquiry-based, adapted to ages 6-8. At the Research Centre, children observe, compare and group living things by easily visible features. During the expedition they look for answers, compare their ideas with observations and discover new features. The order of the two spaces may change to suit the group while keeping the same mission: observe, compare, discover and explain.

Objectives: curiosity about animals, plants and nature; identify visible characteristics; compare shapes, sizes, structures and movement; group living things using simple criteria; ask questions and form hypotheses; check initial ideas against experience; share discoveries orally and explain decisions; and develop respect and care for living things.

Palaeontologists for a day · Primary years 3–4 · 2½ hours

Can we discover what a dinosaur was like without seeing it alive? Students become researchers solving a mystery through observation, comparison and evidence interpretation. The Research Centre and expedition let them test hypotheses and explore how physical features reveal diet, movement and lifestyle.

Methodology: playful, participatory and inquiry-based. Teams analyse evidence at the Research Centre and connect it with observable dinosaur features to form an initial hypothesis. During the expedition they find clues, check their ideas and solve the challenge. Both spaces belong to one investigation; their order can be adapted to the group.

Objectives: understand how palaeontologists learn from evidence; recognise dinosaur characteristics; classify animals with simple scientific criteria; connect features with possible diet, movement and lifestyle; form and test hypotheses; observe, compare, interpret and draw conclusions; communicate and justify results; and encourage teamwork and scientific curiosity.

Guardians of time · Primary years 5–6 · 2½ hours

Dinosaurs belonged to ecosystems linking living things and the physical environment. Students become investigators reconstructing a past ecosystem and discovering how it worked. Evidence and observations from the Research Centre and expedition support hypotheses about relationships and environmental changes.

Methodology: playful, participatory and inquiry-based. Teams build an ecosystem model with living things, water, soil, vegetation and other factors. They explore dependencies and situations, then use the expedition to check hypotheses, find evidence and revise conclusions. The order of the two spaces may be adapted.

Objectives: understand ecosystems; distinguish living and physical components; identify relationships and food chains; connect animal features with lifestyle and habitat; form evidence-based hypotheses; analyse the consequences of ecosystem changes; value biodiversity and ecological balance; and develop cooperation, decision-making and critical thinking.

Dinoescape · Secondary, vocational and adult education

A race against time in Dinolandia: guided expedition plus escape room. The security system has failed, the team is trapped in a research laboratory and dinosaurs are loose. To escape, participants must overcome challenges, decode messages, interpret clues and solve puzzles before time runs out. An immersive adventure combining play, reasoning, cooperation and decisions.

Methodology: a cooperative challenge-solving game in which everyone contributes to a shared goal. It may take place before or after the expedition, incorporating clues and knowledge from the visit. Participants observe, analyse information, make connections, communicate, decide and manage time.

Objectives: logical thinking and problem-solving; observation and attention to detail; communication and cooperation; shared decisions and solutions; time organisation; creativity and resilience; perseverance and frustration management; confidence in individual and team abilities; and enjoyment of a shared immersive experience.

Duration: Dinoescape 30 minutes for 12 students; Dinolandia expedition 1 hour.

Animal workshop · The Educational Ark · All levels including secondary

Content and language are adapted to students' maturity and knowledge. Meet animal species and observe their features, habitats, diets, behaviour and needs, including handling, welfare and conservation. Direct observation, experimentation and participation connect learning to the environment.

Methodology: direct contact, observation and active participation. Inside our geodesic dome, students meet mammals, birds, reptiles and insects. Educators guide age-appropriate discovery and reflection, encouraging respect for animals and understanding their importance in ecosystems. Seeing and getting close to animals makes learning direct, meaningful and memorable.

Objectives: introduce different animals in a simple, participatory and playful way; respect living creatures and their ecological importance; understand endangered or vulnerable animals and their causes; and encourage responsible pet ownership.

Duration: Educational Ark 60 minutes; Dinolandia expedition 1 hour.