

The Outdoor Campus Preschool and School Programs



Winter 2015-2016

Preschool Options

All Classes are 45 minutes

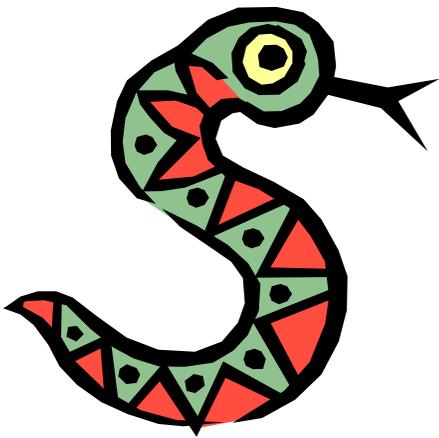
Feathered Friends of Winter

Preschoolers will discover the wonderful world of birds through several hands-on activities. Make a bird feeder for your feathered friends.



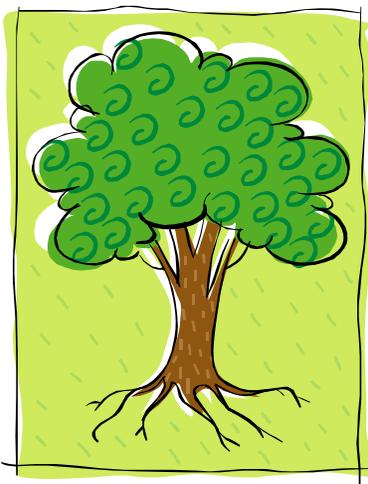
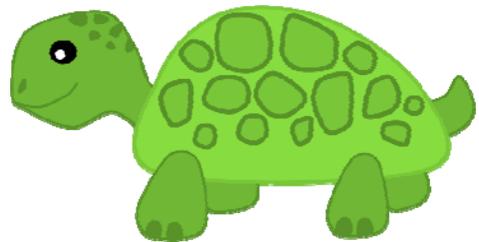
Silly Snakes

Learn about South Dakota's snakes. See a puppet show and make a snake craft. See and feel a live snake!



Turtle Tales

Learn about these fascinating reptiles. Meet live turtles, make a craft and go on a turtle hunt!



Terrific Trees

Discover our largest plants – trees. Meet a tree, read a story and make a craft .

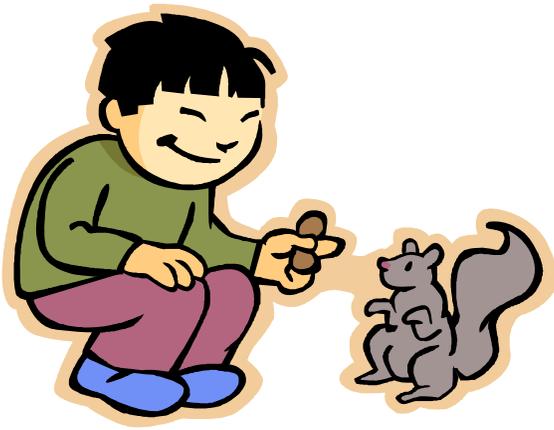
Winter Wildlife

Discover how animals get ready for winter and where they go. Find out what SD animals hibernate, migrate or stay active. Enjoy a puppet show and craft before you go.



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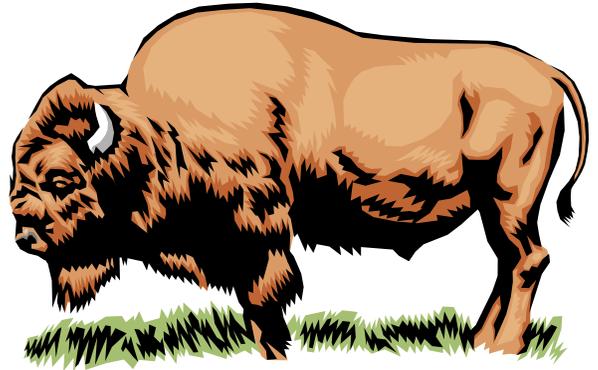


Furry Animals

Discover the furry animals of South Dakota. Sing a song, see a puppet show, feel some animal furs and play a critter game. Go outdoors to look for furry animals.

Bison – King of the Prairie

See a puppet show and learn about the largest beast of the prairie. Make a craft and learn about the prairie habitat.



Animal Senses

Preschoolers will learn how animals hear, touch, smell, taste and see through games and hands-on activities. You can guess what is in the “feely” can, experience smells of nature and go on a short hike.

Do the Locomotion

Hop like a rabbit, waddle like a duck and run like a fox. Discover with songs and games how critters from South Dakota move. Meet some live critters and watch them waddle and slither.



K-12th Grade Options

K – 1st Snug in the Snow

Discover where animals go in the winter. Watch a puppet show, sing a song, make an animal winter craft and look for signs of animals on a short hike. (1 hour)



K – 1st Furry Animals

What kind of furry animals live in South Dakota? We'll make a craft, feel some animals' furs, play a critter game and go outdoors to look for animals and their homes. (1 hour)

K – 1st Slithering Snakes

Meet some of South Dakota's crawling reptiles. Are they slimy? Why do they shed? Play a game, make a craft and get up close to some of our native crawlers! (1.5 hours)

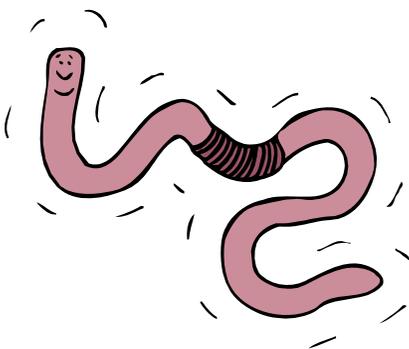
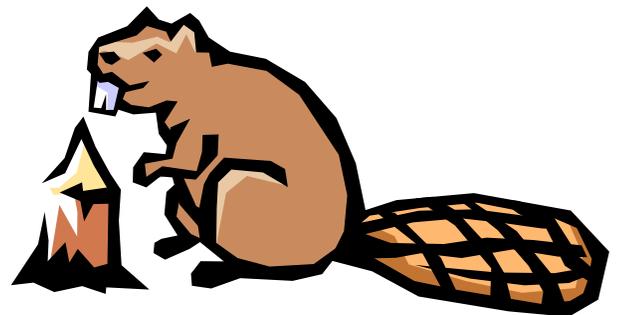


K – 2nd Bats! Bats! Bats!

Discover the world of bats. What bats live in South Dakota? Are they blind? Play some games, make a craft and see a puppet show. (1.5 hours)

2nd–4th Leave It To Beaver

Meet South Dakota's master builder. Enter the world of the beaver. Take a hike and find traces he left behind. Discover some of his special adaptations through the use of skins and skulls. (1.5 hours)



3rd - 4th Decomposer Detectives

Cycle is the root of recycle and decomposers rule the recycling world! Life on Earth is a part of a never ending cycling of matter. We will explore the decomposers of the Earth. Students will investigate our compost and rotting logs to discover some of the decomposers that are the stars of the recycling world. (1.5 hours)

2nd – 4th What's for Dinner?

What's on the dinner plate of critters that live in South Dakota? Students will learn how energy moves through the food chain, beginning with the sun. Students will participate in several hands-on activities and games. Students will dissect owl pellets, make a food chain tube and learn the roles of producers and consumers. Students will also go for a hike to discover some of the parts of the chain. (2 hours)



2nd – 4th Creatures of the Night

Discover who sleeps all day and plays all night. Learn about the nocturnal critters that live in South Dakota. Make a nighttime creature mask, play a bat game, examine an owl pellet, go on a hike to look for signs of animals that come out after dark. (2 hours)

2nd – 4th Beaks, Feet and Feathers

Learn what makes a bird a bird. Find out how birds use their different beaks, feet and feathers to survive. Make a bird feeder and go on a short bird-watching hike. (1.5 hours)



3rd – 5th Going, Going, Gone

Who's disappearing from our planet and why? What's the difference between threatened, endangered and extinct? Play a game and do activities that highlight some of South Dakota's disappearing wildlife. (1.5 hours)

3rd – 4th Home Is Where the Habitat Is

Get to know South Dakota's wildlife and what habitats they call home through games and hands-on activities. Learn what wildlife and people need to survive. Feed the fish. Go on a habitat hike outdoors and discover signs of wildlife. (1.5 hours)



2nd – 8th Winter Nature Hike

Our naturalist leads your group on an age-appropriate, nature appreciation walk on The Outdoor Campus trails. (1 hour)

3rd – 5th Radical Reptiles

Enter the world of South Dakota’s reptiles. Learn about their special adaptations. Play a game, make a reptile craft and learn all about these cold-blooded creatures. (1.5 hours)

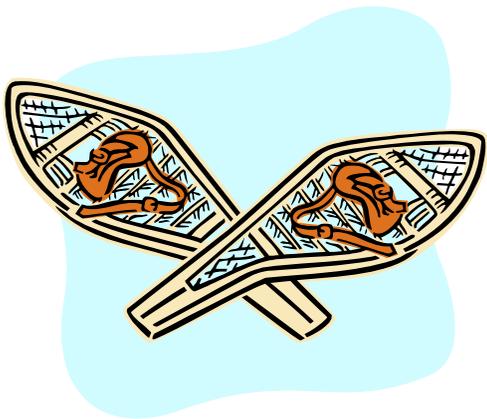
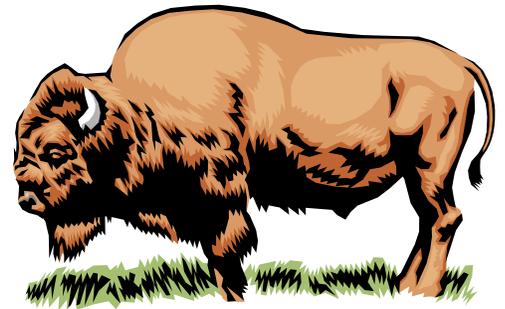


3rd – 5th Going Batty

Are bats blind? Do they get caught in your hair? How do bats communicate? Learn the answers to these questions and a lot more through fun games and activities. (1.5 hours)

3rd – 5th Bison: Monarch of the Prairie

One of the mightiest beasts on the prairie was the bison. Learn about this fascinating animal, its habits, usefulness to prairie life and much more. (1.5 hours)



4th – 6th Snowshoe Fun

Celebrate the delights of snowshoeing and learn more about the outdoors too! Walk like a heron, hop like a rabbit and run like coyote while trying out how snowshoes work and feel. (1.5 hours)

4th-6th Lewis and Clark Adventures

Two hundred years ago, Lewis and Clark made their way along the Missouri River through today’s South Dakota. Come along with “Capt. Lewis” and “Capt. Clark” to learn the history and some of the skills it took to be an early explorer. Make a nature journal, learn to navigate by magnetic compass, describe plants and find out about the animals the Corps of Discovery encountered as they discovered what President Jefferson had just bought with the Louisiana Purchase. (2 hours)



4th – 6th Owls! Who Gives a HOOT?

Discover the world of this marvelous raptor. Learn about South Dakota's owls, where they live, what they eat and how they survive. Take a close look at the owl's unique digestive system and examine owl pellets. (1.5 hours)

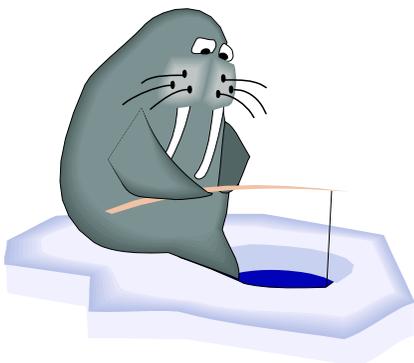


4th – 6th Fantastic Form and Function

Learn about the special adaptations of animals in South Dakota. Using skulls and other artifacts, determine how their adaptations help them survive on the prairie. (1.5 hours)

4th – 8th Tracks and Traces

Learn more about the critters that call South Dakota home through the use of skins, skulls and artifacts. Explore predator-prey relationships through games and activities. Search for animal signs along the trail. (2 hours)

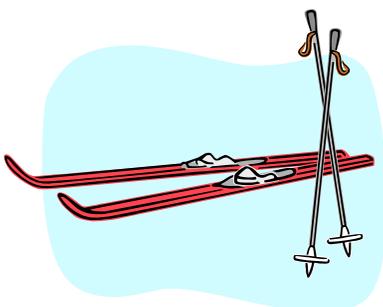


5th – 8th Ice Fishing Fun

Get to know your fishy neighbors. We will meet The Outdoor Campus fish at feeding time, make a fish print craft, learn the basics of ice fishing and head to the pond for ice fishing. (1.5 hours)

6th – 12th Snowshoe Trekking

Learn fascinating facts about snowshoe history and some basic snowshoe techniques. Discover winter at The Outdoor Campus trekking the trail in snowshoes. (1.5 hours)



6th – 12th Cross Country Ski Adventure

Learn the basics of cross country skiing and practice basic techniques. Glide across the trails discovering winter at The Outdoor Campus! (1.5 hours)



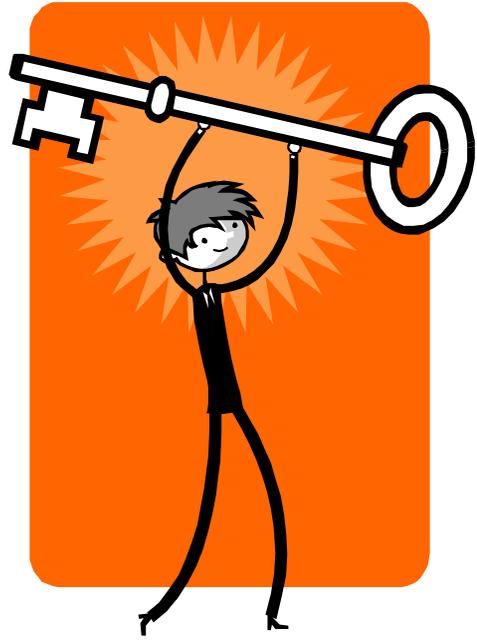
Application Procedure for School Programs

We will be offering programming three days a week – Tuesday, Wednesday, and Friday.

1. Fill out the application form completely. You can drop it off at The Outdoor Campus in person; mail it to 4500 S. Oxbow Ave., Sioux Falls, SD, 57106; fax it to (605) 362-2704; pull up our website at www.outdoorcampus.org and complete it online; or simply call and we will take the information over the telephone. **This must be done by 5:00 p.m. on November 19th to get in the first drawing.** Any slots still open will be filled on a first-come, first-serve basis.
2. Each teacher must apply for his/her own classroom. In the event you are bringing two classrooms on the same bus, teachers will need to plan alternative activities for one of the classrooms for part of the time since Outdoor Campus staff can accommodate only one class at a time. Please indicate this information on the application form.
3. Each teacher is allowed to attend one program per school year from this brochure.
4. On November 20th Campus staff will select names randomly and number them in the order drawn.
5. The winter schedule will then be filled in beginning with application number 1 and continuing until all slots are filled or all applications are scheduled. Any remaining slots will be filled on a first-come first-serve basis.
6. If the schedule fills before everyone has been scheduled, those remaining will be put on a waiting list for that season.
7. Everyone will be contacted within the next week concerning registration. Confirmations will come via mail.

Keys to Success:

In filling out the form, select 3-4 possible dates in case someone ahead of you has chosen your first date. If you are riding a bus, application can be filled out for a maximum of two classrooms. You may apply for only one program and one time slot per classroom per school year.



Group Size: To provide quality programming, the maximum class size for most programs has been set at 30 students. The minimum number of students is 10.

Cost: There are no fees for these programs. Thank a hunter or angler for supporting these education programs.

Cancellations: Please notify us of all cancellations or adjustments to number as soon as possible so we can plan accordingly.

Chaperones: We encourage chaperones' participation to assist with supervision of students. We request a 1 to 10 ratio for all field trips.

Additional Sertoma Park Opportunities: While visiting Sertoma Park, there are several other opportunities for your students. The park has an excellent multi-age playground, sound tubes, whisper dish and geodome. There are also over two miles of trails for hiking. In addition, the Sertoma Butterfly House is located in the park. (Contact them separately at 334-9466)

Application for School Programs



Contact Person: _____

Teacher Name: _____

Work Phone: _____ Home Phone: _____

School: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Email: _____

Number of Students (Min 10-Max 30): _____

Grade: _____ Age: _____

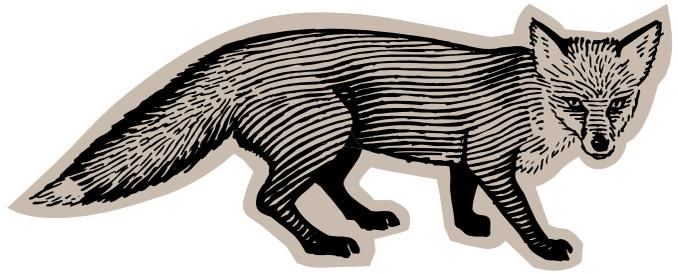
Special Needs: (Please indicate any students with mobility, disability, health, allergies or other concerns)

Program Requested (chose only one): _____

Preferred Days (T, W, F) and Times (select 3-4 that work):

A teacher resource

Critter Crates



We have crates of teaching materials you can borrow for up to two weeks by leaving or sending a security deposit of \$75. When the crate is returned and after a satisfactory inventory of its contents, the resource director will destroy or return your check. These are the crates we lend:

Mammal Crate A

Bat Crate

Beaver Crate

Camera Crate

Endangered Species Crate

Grasslands/Sod Crate

Prairie Crate

Track Sack

Mammal Crate B

Binoculars Crate

Bird Box

Coyote Crate

Discovery Bags

Land Navigation Crate

Tree Trunk Crate

Wetlands Trunk

Winter Crates

2 Group Snowshoe Crates

2 Family Snowshoe Crates

Ice Fishing



On Your Own Visits

School and Preschool groups may visit our museum and grounds on their own. This option is popular with groups who are not able to schedule a field trip led by our staff.

The following guidelines will make your trip successful:

- You must call and schedule your group in advance. This prevents conflicts with other groups and Outdoor Campus programs.
- Plan 15 to 20 minutes for visits to the museum.
- Groups that use the grounds must remain in the designated areas and trail.



Contact Information

**4500 South Oxbow Ave
Sioux Falls, SD 57106—4114
(605)362-2777
toc@state.sd.us
www.outdoorcampus.org**

**Hours: M-F 8-5, Sat. 10-4
Closed Sundays
Closed State Holidays**