

The Outdoor Campus Preschool & School Programs for teachers



Spring 2016



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 web site at:

<http://gfp.sd.gov/outdoor-learning/outdoor-campus/east/classes-and-events/schoolprograms.aspx>

and complete it online. This must be done by **5:00**

p.m. on February 10th 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 that 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 each of the application forms.
3. Each teacher is allowed to attend one program per school year.
4. On February 11th beginning at 8:00 a.m., Campus staff will select names randomly and number them in the order drawn.
5. The spring 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.

Keys to Success:

In filling out the form, select 3-4 possible dates in case someone ahead of you has chosen your first date. You may apply for only one program and one time slot per classroom per school year. Make sure you write down if you are sharing a bus with another class.



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 experiences.

Cancellations: Please notify us of all cancellations or adjustments to numbers 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 and a Nature Playscape for younger children. If you plan on visiting our museum or bird viewing area please sign up with our secretary so we can avoid too many groups at one time.

Preschool Options

All classes are 45 minutes

Feathered Friends

Preschoolers will discover the wonderful world of birds through several hands-on activities. Enjoy a our dress a bird activity, go for a hike and make a bird feeder for your feathered friends.



Silly Snakes

Learn about South Dakota's snakes. See a puppet show, meet and touch our snake and make a spiral snake craft.

Ladybugs

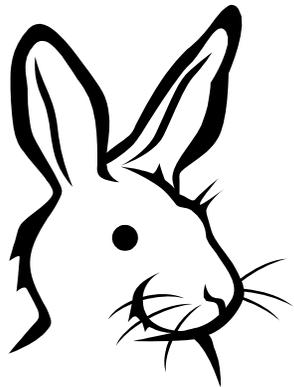
Discover the world of ladybugs. See a puppet show, make a tasty ladybug snack and play a game.



My First Fish

Come to feeding time at The Outdoor Campus and meet the fish that live here. Play a game, have a "fishy" snack, make a rainbow fish and discover what makes a fish a fish.

Preschool Options

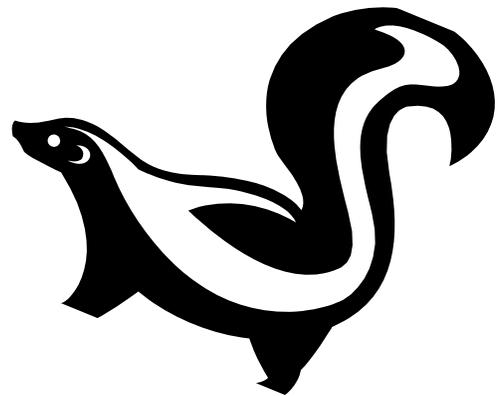


Furry Animals

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.

Animal Senses

Preschoolers will learn how animals hear, touch, smell, taste and see through games and activities. Sing a frog song, guess what is in the “feely bag,” experience the smells of nature and go on a short nature



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 and make an animal riddle flip book!

Happy Hoppers

Learn about frogs and toads at The Outdoor Campus. Meet live animals, see a puppet show and make a craft. Take a hike in search of these amazing happy hoppers!



Preschool Options

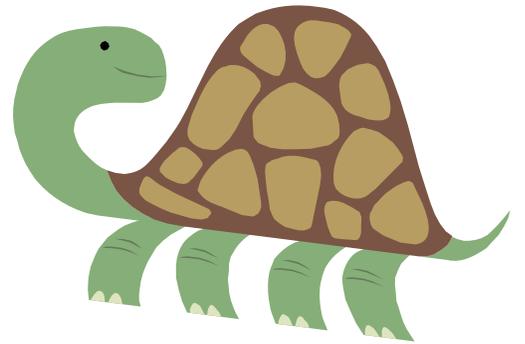


Terrific Trees

Discover our largest plants – trees! Make a costume then take a hike and meet our largest tree in the park!

Turtle Tales

Learn about this fascinating reptile – the turtle. Hear a story and meet live turtles. Make a craft and go on a turtle hunt.



Bat Buddies

What bats live in South Dakota? Are they our friends? What do they eat and where do they live? Come learn about these cool creatures. See a puppet show and make a craft.

Just Explore – NATURE HIKE!

Want your students to get out and enjoy the great outdoors? This journey will provide a hike for our little ones. We will stop and look for animals on our bridge, through the trees and then take a look over at our pond. Students will end their journey by making a booklet about living and nonliving things.

K-2nd Grade Options

Furry Animals

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



The Magical World of Seeds

Discover the magical world of seeds, where they come from, how they grow and travel. Go on a seed hunt, play a seed identification game, learn and make a life cycle craft of a plant. We will end our time by planting a seed to take home! (1.5 hours)



One Thing Leads to Another!

Learn about the critters that live in South Dakota and what they eat. Experience the basics of the food chain through hands on activities, a puppet show, a short hike, a game and create a food chain craft.

(1 hours)

One Small Square

Students will become a biologist and examine one small square of The Outdoor Campus using a hand lens.

Students will record and sketch their findings in their field journal just like biologists, categorize items as living and non living. This is a great way to get up close and personal with nature.

(1 hour)

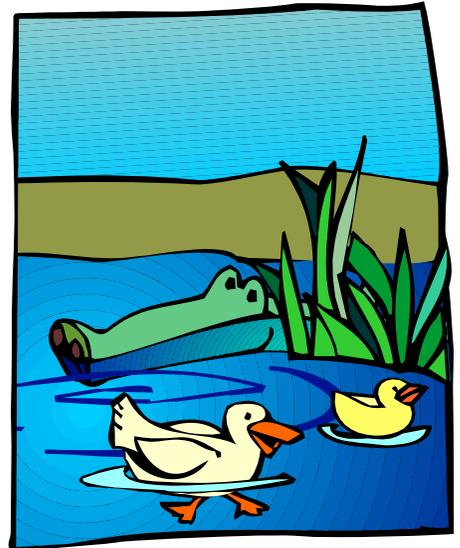


K-2nd Grade Options

Peek into a Pond

Discover the wonderful world of ponds. Students will take a hike and look for pond critters while using their senses. Students will enjoy learning about what is in and around a pond. They will also make a craft that shows what lives in and around a pond.

(1.0 hours)



Slithering Snakes

Meet some of South Dakota's slithering reptiles. Watch a puppet show, take a hike to see where snakes might live, make a spiral snake craft and get up close to our native crawlers during show and tell. (1.5 hours)

I Spy Hike!

Play the "I Spy" game while using your investigation skills like a detective does. Discover the many wonders at The Outdoor Campus as we travel along the trails. Students will have special cards to use when playing. After our hike we will make our own "I Spy" craft.

(1.0 hours)



K-2nd Grade Options

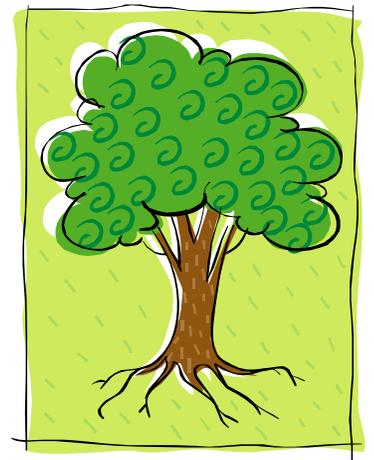


Bugs, Bugs, Bugs!

Take a closer look at some of nature's tiniest creatures — insects. Enjoy watching a student change into an insect, learn the many ways an insect moves, create a bug catcher and go on a short bug hunt. (1 hour)

A "Tree" medous Plant

Learn about our largest plants—trees. Students will discover the wonderful world of trees through observations of tree cookies, games, making a tree costume and taking a short hike to meet our famous maple tree. (1.5)



Bats, Bats, Bats!

Discover the world of bats! Learn what bats live in South Dakota, see a puppet show, create a mini bat book and take a short hike to see our bat house. (1.0 hour)

Just Explore – NATURE HIKE!

Want your students to get out and enjoy the great outdoors? This journey will provide several hands on stations as students travel through nature. Students will end their journey by making a kaleidoscope filled with nature memories. (1.5 hours)



3rd - 4th Grade Options

Leave It To Beaver

Enter the world of the master dam builder, the beaver. Take a hike and find traces of this fascinating aquatic mammal. Discover and discuss the beaver's special adaptations. Through the use of skins, skulls and other artifacts students will receive a hands on experience. Your students will be amazed as they see a friend change into a beaver before their eyes! (1.5 hours)



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 and go on a hike to look for signs of animals that come out after dark. (2 hours)

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)



Wonder of Seeds

Discover the world of seeds and how they travel. Go on a seed finding hike, identify seeds, dissect a seed, make a book and plant a seed of a common South Dakota plant to take home. (1.5 hours)



3rd - 4th Grade Options



That's For the Birds

Enjoy our dress a bird presentation as your students learn what makes a bird a bird. Find out how birds use their different beaks, feet and feather adaptations to survive. Make a bird feeder to take home. Go on a hike after you learn the basics of how to use binoculars and then discover the different birds that live around The Outdoor Campus. (2 hours)

Beginning Bugologist

Discover the interesting world of insects! Students will be thrilled when we change one of them into a bug! Students will learn about the life cycle of an insect, bug body parts, how insects move, the different insect mouths and much more. Make a bug catcher and go on a hike with magnifying glasses to bug some bugs! (2 hours)



Fun With Amphibians

Discover what makes amphibians special and meet a few that live at The Outdoor Campus. Learn about the life cycle, and how they blend into their environment. Enjoy learning about some of these hoppers through a puppet show, game, craft and a hike along the oxbow. (1.5 hours)



3rd - 5th Grade Options



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. Go on a habitat hike outdoors and discover signs of wildlife.

(1.5 hours)

Going, Going, Gone

Who's disappearing from our planet and why? What's meant by the different classifications – threatened, endangered and extinct? Play a game and do activities that highlight some of South Dakota's disappearing wildlife. Learn what you can do to help. *(1.5 hours)*



4th-5th Radical Reptiles

Enter the world of South Dakota's reptiles. Learn about their special adaptations. Play a game and make a reptile craft. Get up close and personal with some of these fascinating, cold-blooded creatures. *(2 hours)*

Going Batty

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



3rd - 5th Grade Options

Life on the Prairie

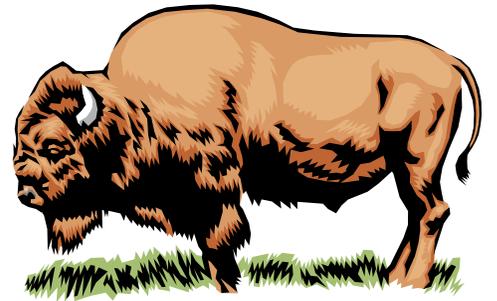


Come and explore what life on the prairie was like for children of the past. Learn a few Native American and pioneer games that taught children skills they needed later in life. Take a short hike to see what lives and grows on the prairie, make a winter count and hear about the bison that once roamed the prairie.

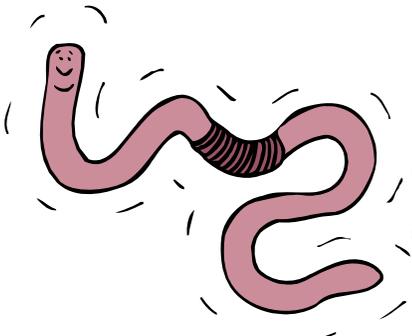
(1.5 hours)

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, hunting this enormous beast and much more.



(1.0 hours)

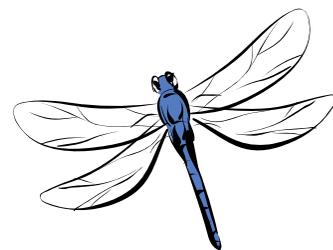


Decomposer Detectives

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 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)*

3rd-5th Oxbow Explorers

Experience the wonders of the oxbow at The Outdoor Campus. Catch, observe and journal about the many different oxbow critters. This is one class you don't want to miss! *(1.5 hours)*



4th - 6th Grade Options

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. Learn to navigate by magnetic compass, describe plants and find out about the animals the Corps of Discovery encountered as they went hunting and discovered what President Jefferson bought with the Louisiana Purchase. (2 hours)

Survivor South Dakota

Can your students outwit, outlast and outplay each other? Student will use teamwork while scoring points as they encounter mental, physical and fear factor challenges. Students will love the orienteering timeline history course, a state symbol hike, hunting SD wildlife and much more! Don't show up if your class isn't ready to take on the challenge! (2 hours)

Outwit **Outlast**



Outplay!

4th - 8th Grade Options

4th—8th Tracks and Traces

Using actual pelts, skulls, antlers and other artifacts, learn about the critters that call South Dakota home. Become a hunter and learn to identify animals' tracks and traces while also discovering predator-prey relationships. Hike the trails to look for signs of animals and make a plaster cast of an animal's track to take home. (2 hours)



4th-8th Dakota Fish

Get to know our fishy neighbors. We will learn about the fish here at The Outdoor Campus, practice casting, discuss safety tips and other skills and information you will need to have a fun and successful fishing trip. We will finish up by trying our luck in our very own fishing pond out back. (2 hours)



5th - 8th Grade Options

5th-8th Orienteering Adventures

Orienteering is a fun, challenging, healthy activity that stresses map reading skills and decision making. Learn how to use the information shown on a map, together with a simple to understand magnetic compass, to run an orienteering course. Experience the thrill of completing one of the many orienteering courses set up around The Outdoor Campus.
(1.5 hours)



6th - 8th Grade Options



6th—8th Wetland Ecology

South Dakota's wetlands are important to wildlife and humans. Explore the ecology of our very own wetland environment, the Big Sioux River, oxbow and our pond with collection nets and specimen jars. (2 hours)

6th—8th Mystery Tree Challenge

Join in the fun of investigating plant classification. Discover how scientists classify trees. Be a tree detective while sorting through clues to identify your tree samples. Go for a hike and observe the many trees at The Outdoor Campus.
(1.5 hours)



There are more options for Middle School classes.

Middle School Days are available for grades 6th—8th.

Middle School Days run from 9:30—2:00 on selected Thursdays.





Earth Day Celebration!

What: Announcing a special celebration of
Planet Earth

Who: Students in 2nd & 3rd grades may attend
(A total of 60-70 students will be accepted)

When: Thursday, April 21st
10:00 a.m.—2:00 p.m.

Where: The Outdoor Campus

Students will experience Earth Day through
fun games, songs and lots of hands-on
activities.

Remember the three R's:
Reduce, Reuse, and Recycle!

Application for School Programs



Application must be filled out completely to be considered

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): _____

Coming by: _____ bus _____ cars

Preferred Dates and Times (Select 3-4 dates that work):

Tuesday	Wednesday	Friday
AM time: Dates:	AM time: Dates:	AM time: Dates:
PM time: Dates:	PM time: Dates:	PM time: Dates: