



OUTDOOR Campus



The Outdoor Campus 2019-2020 School Programs

4500 S Oxbow Ave | Sioux Falls, SD

605.362.2777

outdoorcampus.org

Application Procedures



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

To Register for Group Programs:

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:
<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 **August 22, 2019** to get in the first drawing. Any slots still open will be filled on a first-come, first-serve basis. The Outdoor Campus follows the Sioux Falls School District calendar.
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. However, if there are openings in the winter teachers may sign up for those slots and still be considered for a fall or spring program. If you are applying for 2 programs you must fill out 2 applications and indicate that you are wanting an extra program in the winter. Winter is the only season that you can add a program due to the smaller amount of classes attending.
4. On **August 23, 2019, beginning at 8:00 A.M.** campus staff will select names randomly and number them in the order drawn. The schedule for the year 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.
7. Everyone will be contacted after the drawing, within the next week concerning registration. If you do not hear from us please call.

Keys to Success:



Application:

When 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, unless wanting a winter program also. Make sure you write down if you are sharing a bus with another class. **Each teacher must fill out the application form.**

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 educational experiences.

Cancellations: Please notify us of all cancellations or adjustments that may be needed.

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

Confirmation Letter: After scheduling a program we will send a confirmation letter with instructions. Please read this information thoroughly. Please let us know if there are adjustments to numbers or special needs as soon as possible so we can plan accordingly.

Outside @ TOC: 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.

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.

Self Tours



1. Self tour groups **must sign up** with our secretary.
2. After you sign up you will be given a packet with information and ideas of what to do when inside our building. We also have outdoor activities for your students that you need to copy off ahead of time.
2. Chaperones should be here to help monitor all students. One adult for every ten students is recommended. Stations are required for your indoor self-tour groups. Active and engaged supervision is required by all staff and chaperones. Students must be monitored at ALL times. Please limit cell phones and conversations so that adult attention is on students. See self tour packet for chaperone expectations for more details.
4. We limit the amount of students that are rotating inside our building. A maximum of 15-20 students should be inside at one given time. Other students and adults should be taking advantage of our outdoor areas.
6. **Stations are required for indoor self tours.** We have an indoor packet for you to copy, bring and use or you can design your own.

Student must be engaged in an activity and not running around. Divide the 15-20 students inside into 3 groups and rotate through these areas; museum, bird viewing area and animal observations.
7. Teachers are responsible for noise level and behavior of their students. We have classes going on in all the class-rooms and an office area that is carrying on regular business.
8. Tables in the Gallery are for TOC classes and are NOT available to self tour groups.
9. Teachers are responsible for all areas used to be picked up and ready for use for the next groups attending.
10. **No FOOD OR DRINK** is allowed in our building. If your class is planning on eating lunch they will need to use the outside area by the playscape or Sertoma Park.

Preschool (Ages 3-5) & Kindergarten Options

All programs are 45 minutes

Animal Senses

Preschoolers will learn how animals hear, touch, smell, taste and see through games and activities. Students will guess what is in the “feely bag”, experience smells, along with learning about other animal senses. Students will also go on a short nature hike.

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, take a short hike and make a craft.

Do the Locomotion

Hop like a rabbit, waddle like a duck and run like fox. Discover with songs and games how critters from South Dakota move. Meet some live critters and watch them waddle and slither. Students will make an animal riddle flip chart!

Feather Friends

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

Furry Animals

Discover the world of furry animals. Sing a song, see a puppet show, make a furry animal, decided if animals are furry or not furry and go outdoors to look for furry animals.

Happy Hoppers (Fall & Spring only)

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 (Ages 3-5) & Kindergarten Options

All programs are 45 minutes

Introducing Pond Life! (Fall & Spring only)

Students will enjoy a puppet show, show & tell, a pond craft and sing a pond song as they learn about what lives in a pond. On a short hike to the pond students will see what lives in and around the pond.

Ladybugs (Fall & Spring only)

Discover the world of ladybugs. See a puppet show, make a tasty ladybug snack, create a ladybug craft and play a game. Students absolutely LOVE this class!

My First Fish

Come experience fishing at The Outdoor Campus and meet the fish that live here. Go fishing inside, have a “fishy” snack, make a rainbow fish and discover what makes a fish a fish.

Terrific Trees (Fall & Spring only)

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

Turtle Tales (Fall & Spring only)

Learn about this fascinating reptile; the turtle. Hear a story, meet live turtles, participate in a craft and go on a turtle hunt.

Winter Wildlife (Winter only)

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, sing a song about mammals and make a craft.

K-1st Grade Options



Amazing Mammals (Year round)

What kind of mammals live in South Dakota? We will decide what is a mammal and what is not, make a mammal & track book, sing the mammal song and go outdoors to look for animals and their homes.

(1.5 hour)

Bats, Bats, Bats! (Year round)

Discover the world of bats! Learn about bat senses, how they move, see a puppet show, create a craft and take a short hike to see our bat house.

(1.0 hour)

Beautiful Butterflies (Fall & Spring only)

Students will watch a classmate turn into butterfly, learn about adaptations, the lifecycle, discover patterns, symmetrical sides, pollination and take a hike using their observation skills.

(1.5 hours)

Snug in the Snow (Winter only)

Discover where animals go in the winter. Watch a puppet show, sing a song, learn about hibernation, migration and animals that stay active. Make a furry animal flip book and look for signs of animals on a short hike.

(1.5 hours)

K-2nd Grade Options

Leaping Leopard Frogs (Fall & Spring only)

Do all frogs sound alike? Learn about leopard frogs and toads at The Outdoor Campus. Meet live animals, see a puppet show, discover the lifecycle, make a leopard frog mask, hear a story, listen to the many sounds frogs can make and take a hike in search of these amazing happy hoppers!

(1.5 hours)

Magical World of Seeds (Fall & Spring)

Discover the magical world of seeds, where they come from, how they grow and travel. Students will go on a seed dispersal hike, play a seed identification game, learn and make a life cycle of a plant and plant a seed to take home!

(1.5 hours)

Terrific Turtles (Fall & Spring only)

Learn about this amazing reptile! Meet live turtles, make a craft, see what adaptations they have and find out where they live. Take a hike to the oxbow or pond and look for turtles. Use your scientific observation skills when out looking for those terrific turtles.

(1.5 hours)

“Tree” mendous Plant (Fall & Spring only)

Learn about our largest plants—trees. Students will discover the wonderful world of trees through observations, games, learning about the parts of a plant and taking a short hike to meet our famous silver maple tree. This class is Project Learning Tree and Project Wild in action!

(1.5 hours)

2nd-3rd Grade Options

Beginning Bugologist (Fall & Spring only)

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!

(2.0 hours)

For the Birds (Year round)

Enjoy our dress a bird presentation as your students learn what makes a bird a bird. Find out how birds use their different beaks, along with other 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. Your students just might learn how to identify some birds of SD!

(2 hours)

Dakota Fish (Fall & Spring)

We will learn about the fish here at The Outdoor Campus, practice casting, discuss safety tips, other skills and information you will need to have a fun and successful fishing trip. We will try our luck in our very own pond out back. We will finish up with a story and write a tall fish tale.

(1.5 hours)

2nd-3rd Grade Options

Fun With Amphibians (Fall & Spring only)

Discover what makes amphibians special and meet a few that live at The Outdoor Campus. Learn about their life cycle, and how they blend into their environment. Enjoy learning through a puppet show, lifecycle craft , meeting a leopard frog face to face and when going on an observation hike along the oxbow or pond while keeping a journal.

(2.0 hours)

Seed School, Growing Up Amazing (Fall & Spring only)

Students read the book Seed School, Growing Up Amazing as they follow along the trail of learning. As they stop at stations they will experience a seed or plant activity. Students will enjoy learning about plant lifecycles, how seeds move, photosynthesis, parts of a seed, parts of a plant, pollination, planting a seed and much more! This is the grown-up version of Magical World of Seeds!

(2.0 hours)

Wonder of Seeds (Fall & Spring only)

Discover the world of seeds! First we will dissect a seed to find the 3 parts then we will go on a seed dispersal hike, observe & identify seeds, make a book and plant a seed of a common South Dakota plant to take home.

(2.0 hours)

Wonderful Wildlife (Year round)

Students will understand that animals are directly impacted by their ability to adapt to their habitat and how human influence can also determine the survival of these animals. Students will participate in a wildlife ID activity and observes habitats while keeping a journal. They will play a game in which they can see how different influences can impact a the survival of an animal.

(1.5 hours)

K—5th Grade Options

Native American Games (All year)

Go back in time and learn some of the old tribal games that brought values to the many Native American cultures. Honor, respect, courage, humility, persistence, tolerance and other skills are just a few features of these remarkable games. Through movement, problem solving, patterns, estimation, intuition, eye-hand or eye-foot coordination, dexterity, speed and many other skills shared survival skills these unique cultural expressions of the different tribes will bring out the best in your students and their abilities to work together.

Each child will learn to play the traditional Native American games and also make and take a game home. Teachers will also be given the dice game.

K - 2nd grades (1.5 hour)

- Ring the Stick (Hand-eye coordination/manual dexterity)
- Stick in Fist (Intuition / Observation)
- Guessing Rocks (Estimation / Observation)
- Guessing Sticks (Estimation / Observation)
- Stone People (Patterns / Care / Speed)
- Rock in Fist (Intuition / Observation)



3rd - 5th grades (2.0 hours)

- Ring the Stick (Hand-eye coordination/manual dexterity)
- Guessing Rocks (Estimation / Observation)
- Dice Game (Chance / Observation)
- Stone People (Patterns / Care / Speed)
- Rock in Fist (Intuition / Observation)
- Guessing Sticks (Estimation / Observation)
- Stick in Fist (Intuition / Observation)
- Tie Up Game (Problem Solving, Conflict resolution, Cooperation)



Wanted: A Classroom for GLOBE Project!

(4th, 5th, or small 6th grade)

Elementary GLOBE is designed to introduce students to the study of Earth system science.

What is GLOBE? The Global Learning and Observations to Benefit the Environment (GLOBE) Program is an international science and education program that provides students and the public worldwide with the opportunity to participate in data collection and the scientific process and contribute meaningfully to our understanding of the Earth system and global environment.

What would my class be doing? The module I will be using is the Water Module. This module tells a story about “The GLOBE Kids” that find that Willow Creek looks different than it did the last time they visited. In the storybook, they make observations, take measurements and look for critters to describe the creek. Learning activities allow students to learn about tools for making science observations while investigating the following; water temperature, water transparency, and pH. Then students will also investigate and explore the world of macroinvertebrates as they identify the many kinds that live in the water at the campus.

The class will imitate the GLOBE story; Willow Creek here at The Outdoor Campus. Students will come to the campus in the fall, winter and spring to monitor the Outdoor Campus’ pond or oxbow. Students will have journals that I provide to keep all observations and findings. They will be surprised at the changes the pond goes through during a school year.

What will I have to do? Teachers and chaperones will help monitor students with their research while at The Outdoor Campus. Teachers will also need to line up transportation for each session that is held at The Outdoor Campus. There are also other resources and guides that will allow you to participate and do even more with your classroom if you so desire.

First 2 teachers to respond will be signed up for this project.

Email me at; shelly.pierson@state.sd.us

2-3 dates will be set and finalized with the teachers. (Fall, Winter and Spring)

These classes will be given priority over other classes when setting dates.

Mosquito Investigation !



Have your students become “**Citizen Scientists**” by investigating mosquitoes around the campus and in their own neighborhoods.

Students will keep a investigation notebook while our investigation focuses on mosquito larvae- an immature developmental stage that lives in water, doesn't bite and doesn't pose a health hazard to humans.

What do you know about mosquitoes?

- Where do they breed?
- Why are some mosquitoes dangerous to humans?
- How can you protect yourself and your community?



The BIG question to explore in this class will be:

What could you do to decrease the number of mosquitoes around your house, your neighborhood and/or your school?

**Classrooms Wanted!
Grades 3, 4, 5 or Small 6
grade**

Student Learning Objectives will be

After completing their investigation notebook and participating in several blocks of time these participating students should be able to:

- Recognize potential mosquito breeding sites.
- Sample water for mosquito larvae
- Identify mosquito larvae and differentiate between Aedes, Anopheles, and Culex larva.
- Understand the importance of removing extraneous containers with standing water from around your neighborhood and community.
- Use the GLOBE Observer mosquito habitat mapper app.

**Several iPads or cell phones
needed for this project.**

**Come spend 3 hours with us
learning about mosquitoes**



3rd—5th Grade Options

Creatures of the Night (Year round)

Discover who sleeps all day and plays all night. Learn about 3 nocturnal critters that live in South Dakota. Learn about their adaptations, make a creature mask, examine owl pellets and learn to love bats.

(2.0 hours)

Dakota Fish (Fall & Spring)

We will learn about the fish here at The Outdoor Campus, practice casting, discuss safety tips, other skills and information you will need to have a fun and successful fishing trip. We will try our luck in our very own pond out back. We will finish up with a story and write a tall fish tale.

(2.0 hours)

Going Batty (Year round)

Are bats blind? How do bats communicate? Can bats be helpful? Learn the answers to these questions and a lot more through fun games, show & tell, batty problem solving and a hike to our large bat house.

(1.5 hours)

Introduction to Archery (Fall & Spring only)

Experience archery at The Outdoor Campus. We will learn about safety, archery equipment and how to archery hunt ethically. Try your skills with our 3-D targets on our range.

(1.5 hours)

3rd-5th 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 skulls, skins 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)

Orienteering Adventure

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 with a simple-to-understand magnetic compass. Experience the thrill of completing one of the many orienteering courses set up around The Outdoor Campus. Teachers also have the option of having students write about their adventures.

(1.5 hours)

Oxbow Explorers (Spring & Fall)

Experience the wonders of the oxbow at The Outdoor Campus. Students will use their journals to make visual observations of the weather, clouds and water. Netting and observing macroinvertebrates will ignite the excitement as we try to identify each critter.

(2.0 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. Students will dissect owl pellets, make a food chain tube and learn the roles of producers and consumers as they tell their own food web story.

(2.0 hours)

4th—6th Grade Options

Introduction to Archery (Fall & Spring)

Introducing students to a lifetime sport such as archery has benefits inside and outside the classroom. This class will teach your students the basics of archery in a fun and safe environment. Getting kids active in the outdoors makes it more likely that they will serve as stewards of our state's bountiful natural resources as well.

(1.5 hours)

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.

(2.0 hours)

Survivor South Dakota (Fall & Spring)

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!

(2.0 hours)

If you teach 6th—8th grades check out our Middle School brochure for further individual options.

Experience Winter at TOC

Ice Fishing (5th grade on up)

Get to know some of the fish that live in our pond while learning about one of South Dakota's great winter traditions. Learn the basics of ice fishing and then try out the new skills you just learned.

(1.5 hours)

Snowshoe Fun (3rd–5th Grades)

Discover winter at The Outdoor Campus while trekking the trails in snowshoes. This is a great way to learn the basic techniques of snowshoes while we will celebrate the delightful aspects nature provides us.

(1.5 hours)

Winter Nature Hike (2nd-5th Grades)

Our naturalist will lead your group on an age-appropriate nature appreciation walk on The Outdoor Campus trails.

(1.0 hours)



If you teach 6th–8th grades check out our Middle School brochure for further options.

Escape into Nature! (Winter-Spring)

Have your students come alive at the campus by using critical thinking, collaboration, creativity and communication as they break into the locked boxes! Students will use content knowledge to gain access to a locked box along with the added element of the great outdoors and nature.

Each Escape Box will include some type of nature or outdoor activity that is related to the topic.

These boxes are designed for approximately 20-25 students, 5-6 students per escape box

k-2 (2 hrs.)

Help Wanted (Plant Lifecycle)

The Butterfly Brain Twister (Life cycle)



3-5 (2.5 hrs.)

Where in the World (Ecosystems)

Owl Bet You're a Hoot (Adaptations & Owl Pellets)

The Evil Switcharoos Zoo (Adaptations)



Register for Escape into Nature and what title you would like to have your students attend.

Creep Fest



What: Creep Fest is a day designed to educate students and teachers about the “creepy” creatures that inhabit South Dakota. Students will rotate through stations, learning about creatures such as bats, spiders, decomposers and many more!

Who: Creep Fest is geared to **3rd, 4th or 5th graders**. Up to **60** students will be able to attend.

When: Creep Fest will be held **Thursday, October 24, 2019**, from **10:00 a.m. to 2:00 p.m.**



What will we learn at Creep Fest?

Through hands-on stations we will explore life cycles, adaptations and unique aspects of things that go bump, day or night. Stations are aligned with the science standards.

Students will experience Creep Fest through fun hands-on activities.

What do I need to bring?



- Each student, teacher and chaperone should bring a sack lunch.
- There will be time for lunch between the morning and afternoon sessions.

How do I register for Creep Fest?

Fill out a regular school application. Write **Creep Fest** on the “program requested” line.

Classes that are chosen will receive more information at a later date.

What: Announcing a special celebration of Planet Earth

Who: Students in **2nd & 3rd** grades may attend!
(Up to 70 students will be accepted)

When: Thursday, April 16, 2019 10:00 A.M.—2:00 P.M.

Where: The Outdoor Campus

What will we learn at Earth Day?

Through hands-on stations we will explore these areas; the water cycle, endangered animals, habitats, recycling reminders and even help with a community service project.

What do I need to bring?

Each student, teacher and chaperone should bring a sack lunch. There will be time for lunch between the morning and afternoon sessions.

How do I register for Earth Day?

Fill out a regular school application. Write **Earth Day** on the “program requested” line.



THE OUTDOOR CAMPUS CRITTER CRATE USE POLICY

“Teacher Resources & Critter Crates.”

CRITTER CRATES AND ACTIVITY CRATES

- | | |
|---|---|
| <input type="checkbox"/> Bat Crate | <input type="checkbox"/> Grasslands Bag |
| <input type="checkbox"/> Beaver Crate | <input type="checkbox"/> Ice Fishing Crate* |
| <input type="checkbox"/> Binoculars Box* | <input type="checkbox"/> Land Navigation (GPS) Crates I & II |
| <input type="checkbox"/> Bird Box | <input type="checkbox"/> Mammal Crates A & B (similar contents) |
| <input type="checkbox"/> Camera Crate* | <input type="checkbox"/> Prairie Crate |
| <input type="checkbox"/> Coyote Crate | <input type="checkbox"/> Reptile and Amphibian Crate |
| <input type="checkbox"/> Discovery Bag A & B | <input type="checkbox"/> Track Sack |
| <input type="checkbox"/> Endangered Species Crate | <input type="checkbox"/> Tree Trunk |
| <input type="checkbox"/> Fishing Crate* | <input type="checkbox"/> Wetlands Trunk* |

Requires a \$75 check or money order reservation deposit to The Outdoor Campus
Deposit check will be shredded, or returned upon request, when crate is returned with all
contents in good condition.

Reserve early. Spring and fall months are heavily booked.

Any GFP employee can use a crate without paying the deposit.

SNOWSHOE CRATES*

(Must have 3 inches of snow on the ground before release)

2 Group Crates of 17 pairs each 3 Family Crates of 8 pairs each

Must be picked up, not mailed

Can be reserved by any adult for a period of one week

TOC needs a \$75 deposit before the crate will be released

If you would like to see the inventory sheet for any of the crates listed above, call
362-2777 or email toc@state.sd.us.

They will be glad to send what you need or to answer any questions about Critter
Crate contents or use.

Special Events



Teacher Professional Development

Our workshops will train participants to use Project Wild, Growing Up Wild and Project Learning Tree outdoor education programs. These classes qualify participants to receive resource guides and materials. These are nature-based programs that relate to South Dakota Content Standards requirements. This class is based on the philosophy that students who have the opportunity to play and learn in nature are more likely to act responsible toward the Earth and each other, be more physically active, choose science or a related field for careers, become better informed and environmentally aware adults and handle challenges and problems more capably. Participants will have classroom instruction, an opportunity to practice activities and engage in an outdoor field experience. In addition participants will have time to construct materials to use in their classroom during a make and take session. South Dakota Game, Fish and Parks will provide the resources for Project Wild and are funded through hunting and fishing licenses fees. Project Learning Tree resources are provided by the PLT non-profit organization.



**Keep your eyes
open for our
classes!**

Register through Sioux Falls School District Red Apple Classes.

Application for School Programs



Application for School Programs

Applications 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: _____ Ages: _____

Special Needs (Please indicate any student(s) with mobility, disability, health, allergies, concerns) _____

Program Requested: _____

Coming by _____ Bus _____ Car

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

If you have not heard from me within a week please call Shelly at 362-2721.

Tuesday	Wednesday	Friday
AM Times: Dates:	AM Times: Dates:	AM Times: Dates:
PM Times Dates:	PM Times Dates:	PM Times Dates:

Be a Volunteer!



Volunteer Opportunities

By becoming a volunteer at The Outdoor Campus, you will experience a variety of opportunities that will increase your own and other's awareness of South Dakota's great outdoors!

Examples include:

- Program Assistance (fishing, paddling, outdoor cooking, archery, etc.)
- Gardening
- Animal Care
- Special Events (Outdoor University, Women's Try-It Day, Halloween Hike, etc.)
- Front Desk Duty



How To Get Started!

1) Submit a completed application form on The Outdoor Campus website.

www.outdoorcampus.org

2) The volunteer coordinator will call to set up an interview once your application is received and reviewed.

3) Once your interview is completed and a background check is completed, the volunteer coordinator will schedule an orientation to get you more familiar with The Outdoor Campus and what you'll be doing here!

4) Finally, after the orientation, you'll be ready to start volunteering! You will be able to sign up online for whatever available programs you choose.



Our volunteers are the best!

About The Outdoor Campus



How are these classes FREE?

Our funding comes from the sale of hunting and fishing licenses in South Dakota. If you like our classes thank a hunter or an angler.

How can we support The Outdoor Campus?

Buy a hunting and fishing license in South Dakota. Nationwide the sale of licenses is declining rapidly as we lose the Baby Boomer Generation. They were the last large group of hunters and anglers. We need to replace the funds they put toward habitat, wildlife management, conservation, recreation and education. Every single license you buy in your family helps fisheries, pheasant habitat, and so much more—including The Outdoor Campus.

Do you get any other funds?

We do receive some funding from a Federal excise tax on hunting and fishing equipment sales. A small portion of each fishing pole or shotgun you buy can go toward hunting and fishing programs here.

Follow Us

Find us on Facebook @outdoorcampus

Our Facebook page is updated daily. Follow us for the latest in outdoor news, pop up classes and photos from our programs.

Find us on Twitter @outdoorcampus

We've always got something to say! Tweet with us. We tweet back!

Find us on Instagram @outdoorcampus

We post a lot of photos. Want to see what's happening out here? This is the place to look!

Find us on Snapchat @outdoorcampus

Snapchat take-overs by interns? YES! Watch some of our activities as they happen here!

Find our blog! outdoorcampus.wordpress.com

Our blog is a great way to find the story behind the story. Meet people, animals, see behind the scenes photos of Game, Fish and Parks at work.

Find our website! outdoorcampus.org



2019-2020 Full Time Staff

Thea Miller Ryan, director

Derek Klawitter, Group & Homeschool Program Coordinator

Sandy Richter, Community and Special Events Coordinator

Shelly Pierson, School Programs Coordinator

Jason Nelson, Outreach Coordinator

Vacant, Volunteer coordinator

Jean Olson, Senior Secretary