



OUTDOOR Campus



The Outdoor Campus 2018-2019 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 23, 2016** 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 fall or spring programs. 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 24, 2018, 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.

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.

NEW

Escape into Nature! (All Year)

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.

K-2 (1.5 hrs.)

Happy Camper (Team Building & Getting to Know Nature)

Help Wanted (Plant Lifecycle)

The Butterfly Brain Twister (Life cycle)



3-5 (2 hrs.)

Creepy Campout (Team Building & Getting to Know the Nature)

Where in the World (Ecosystems)

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

The Evil Switcharoos Zoo (Adaptations)



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 and 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 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 and make an animal riddle flip book!

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 songs as they learn about what lives in a pond. Students will take a short hike to the pond to see what lives in

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, make a craft and enjoy other activities.

My First Fish

Come experience fishing 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.

Silly Snakes

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

Terrific Trees (Fall & Spring only)

Discover our largest plants – trees! Make a costume 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 and meet live turtles. Make a craft and go on a turtle hunt.

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.

K-2nd Grade Options



Amazing Mammals

What kind of mammals live in South Dakota? We'll feel some animal furs, play a critter game, make a book about mammals and go outdoors to look for animals and their homes. *(1.0 hour)*

Bats, Bats, Bats!

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)

I Spy Hike! (Fall & Spring only)

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 journals to use when hiking. After our hike we will make our own "I Spy" craft.

(1.0 hour)

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 book and look for signs of animals on a short hike.

(1.5 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 snake craft and get up close to our native crawlers during show and tell.

(1.5 hours)

A "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 maple tree. *(1.5 hours)*

K-2nd Grade Options

Bugs, Bugs, Bugs! (Fall & Spring only)

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.

(1.5 hours)

Leaping Leopard Frogs (Fall & Spring only)

Learn about leopard frogs and toads at The Outdoor Campus. Meet live animals, see a puppet show, and make a leopard frog mask, hear a story and take a hike in search of these amazing happy hoppers!

(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 short hike to the Oxbow and look for turtles.

(1.0 hour)

The Magical World of Seeds (Fall & Spring)

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 of a plant. We will also plant a seed to take home!

(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)



3rd—5th Grade Options

Wonder of Seeds (Fall & Spring only)

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)

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.

(2.0 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)

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)

3rd—5th Grade Options

Life On The Prairie

Come explore what life on the prairie was like for children of the past. Experience Native American and pioneer games that taught children valuable hunting skills. Learn about the mightiest beast on the prairie, the bison. This fascinating animal provided tools, meat and much more for those who lived on the prairie. Students will take a hike through the prairie where the bison once roamed, make a game and winter count to take home.

(2.0 hours)

Decomposers Detectives (Fall & Spring)

This class comes from **Project Learning Tree; Environmental Education!**

Students will gain an understanding of how decomposition takes place. They will also gain a better appreciation of microhabitats and communities through discovery and observation methods. Come explore the world of decomposition!

New & Improved

Going Batty

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 and a hike to our large bat house.

(1.5 hours)

Creatures of the Night

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)

Home is Where the Habitat Is (Fall & Spring)

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, play a game, dissect and examine one of the smallest habitats in South Dakota.

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)

Oxbow Explorers (Spring & Fall)

Experience the wonders of the oxbow at The Outdoor Campus. Catch and observe what lives in these wetlands and learn about the many different oxbow critters. This is one class you don't want to miss!

(2.0 hours)

Radical Reptiles

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

(1.5 hours)

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 about some of these hoppers through a puppet show, game, lifecycle craft , meeting a leopard frog face to face and a hike along the oxbow.

(1.5 hours)

3rd-5th Grade Options

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)

Introduction to Archery

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)

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)

Tracks, Traces and BB Guns

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 and try your hand at hunting with BB guns.

(2.0 hours)

4th—6th Grade Options

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)

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)

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.

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 such creatures such as bats, spiders, decomposers and many more!

Who: Creep Fest is geared to **third and fourth graders**. Up to 60 students will be able to attend.

When: Creep Fest will be held Thursday, October 25, 2018 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 games, songs, exhibits and lots of 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 11, 2018 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



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



2018-19 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

Kyle Grogan, volunteer coordinator

Tonna Hartman, Senior Secretary