

**The Outdoor Campus**  
**School**  
**Programs**



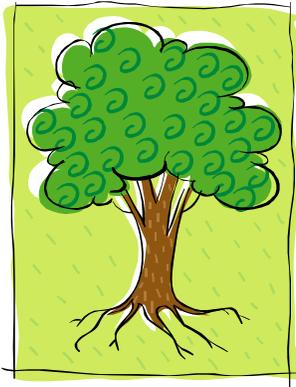
**Fall 2012**

# Fall Program Options

School groups can select from the following programs. Be sure to read the registration information. Call (605) 362-2777 for more information.

## **K – 1st Furry Animals**

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



## **K – 1st Terrific Trees**

Learn about our largest plants—trees. Through games and hands-on activities, discover what kind of trees grow in South Dakota, what they need to survive and why they are good for us. ( 1 hour)

## **K – 2nd Slithering Snakes**

Are they slimy? Why do they shed? Play a game, make a craft and get up close to some of our native crawlers! (1-1.5 hours)



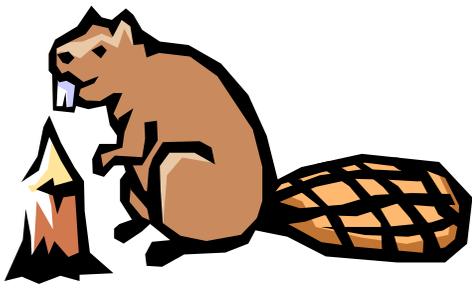
## **K-2nd Bats! Bats! Bats!**

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. (1-1.5 hours)

## **K-2nd Murciélagos, Murciélagos, Murciélagos! (Bats! Bats! Bats! en Español)**

Discover the world of bats while learning basic bat vocabulary in Spanish. Play a Spanish bat game, make a craft, and see a puppet show en Español! (1hour)

NEW CLASS

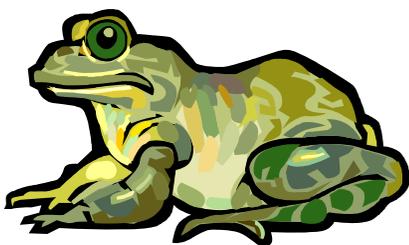


### **1st-2nd Leave It To Beaver**

Meet South Dakota's master dam builder. Enter the wet world of the beaver. Take a hike and find traces of this fascinating aquatic mammal. Discover the beaver's special adaptations and skills through the use of skins, skulls and fun activities. (1.5 hours)

### **2nd-3rd What's for Dinner?**

What's on the dinner plate of critters that live in South Dakota? Learn about food chains and food webs through hands-on activities and games. (1.5 hours)

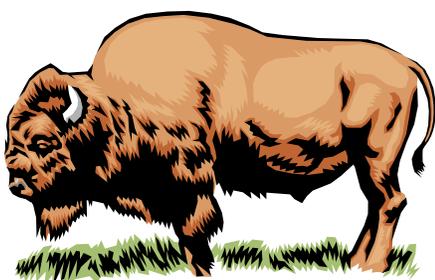


### **2nd-3rd Fun With Amphibians**

Can frogs sing? Do toads give you warts? Discover amphibians that live at The Outdoor Campus through games, a hike and hands-on activities. Learn about the life cycles of these unique creatures. (1.5 hours)

### **2nd-3rd Wonder of Seeds**

Discover the magical world of seeds, where they come from and how they travel. Go on a seed finding hunt, play a seed identification game and plant a seed of a common South Dakota plant to take home. (1.5 hours)



### **2nd-3rd Life on the Prairie**

Come and explore the prairie habitat. Learn what lives and grows on the prairie. Play some games, take a hike and enjoy prairie life. (1.5 hours)

### **2nd-3rd 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)





## 2nd-3rd Beaks, Feet, and Feathers

What makes a bird a bird? Learn how different birds use their beak, feet and feather adaptations to survive in their unique habitat. Make a bird feeder to take home and go on a nature hike to discover some of the different birds that live around the oxbow. (1.5 hours)

## 3rd-5th Home is Where the Habitat Is

Get to know some of our wildlife and what habitats they call home with games and fun hands-on activities. Learn what wildlife and people need to survive. Feed our fish and go on a hike outdoors to discover signs of wildlife habitats. (1.5 hours)

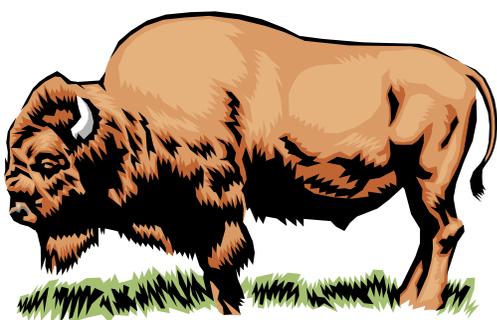


## 4th-5th Radical Reptiles

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)

## 4th-5th 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 games, activities and a hike. (2 hours)



## 4th-5th Prairie Partners

Through games and hands-on activities discover what lives and grows on the prairie. Take a hike and play a game to identify prairie plants and animals. Learn about the wonders of the prairie ecosystem as it was long ago and as it is today. (2 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 bought with the Louisiana Purchase. (2 hours)

### **4th – 8th Tracks and Traces**

Using actual pelts, skulls, antlers and other artifacts, learn about the critters that call South Dakota home. Learn to identify animal tracks and about 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 meet The Outdoor Campus fish at feeding time. Practice casting and learn to tie fishing knots and the other skills and information you will need to have a fun and successful fishing trip. Finish up by trying your luck in our very own fishin' hole out back. (2 hours)

### **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)



# Creep Fest!

An Opportunity for Third and Fourth Graders



**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 as bats, spiders, snakes 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 31st from 10:00 a.m. to 2 p.m.

## **What will we learn at Creep Fest?**

Through hands-on activities, games and crafts, we will explore life cycles, adaptations and unique aspects of things that go “bump, day or night.” All sessions are aligned with the science standards.

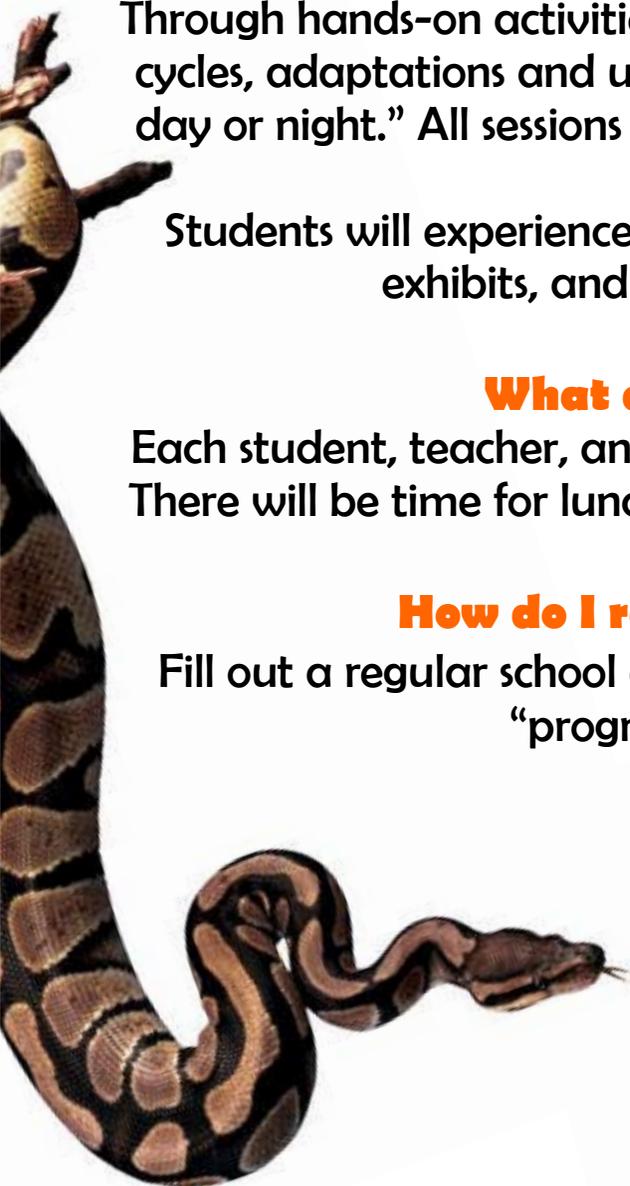
Students will experience Creep Fest through fun games, songs, exhibits, and lots of hands-on activities.

## **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.



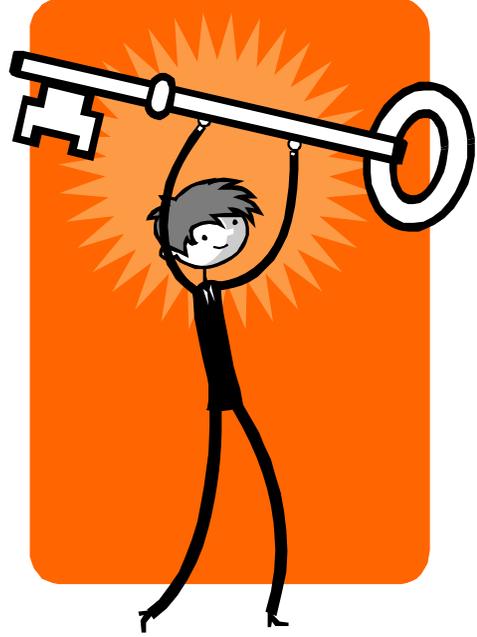


# Application Procedure for School Programs

**We will be offering programming three days a week (Tuesday, Wednesday, and Friday) for the weeks of September 4th-November 16th.**

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; or simply call and we will take the information over the telephone. This must be done by **5:00 p.m. on August 17th** 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 **August 21st**, beginning at 8:00 a.m., Campus staff will select name randomly and number them in the order drawn.
5. The fall 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. Confirmation 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 on a bus, applications 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 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. In addition, the Sertoma Butterfly House is available for the flight room experience or for flight room and program. (334-9466).

# Application for School Programs



**Teacher's Name:** \_\_\_\_\_

**Work Phone:** \_\_\_\_\_ **Home Phone:** \_\_\_\_\_

**School:** \_\_\_\_\_

**Address:** \_\_\_\_\_

**City:** \_\_\_\_\_ **State:** \_\_\_\_\_ **Zip Code:** \_\_\_\_\_

**Email Address:** \_\_\_\_\_

**# of students (min. of 10 and max. of 30):** \_\_\_\_\_

**Age:** \_\_\_\_\_ **Grade:** \_\_\_\_\_

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

\_\_\_\_\_

**Program Requested (choose only one):**

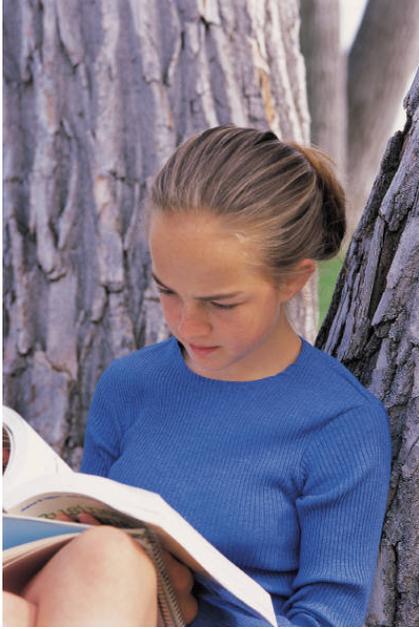
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**Preferred Dates and Times (Select 3-4 dates that work):**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

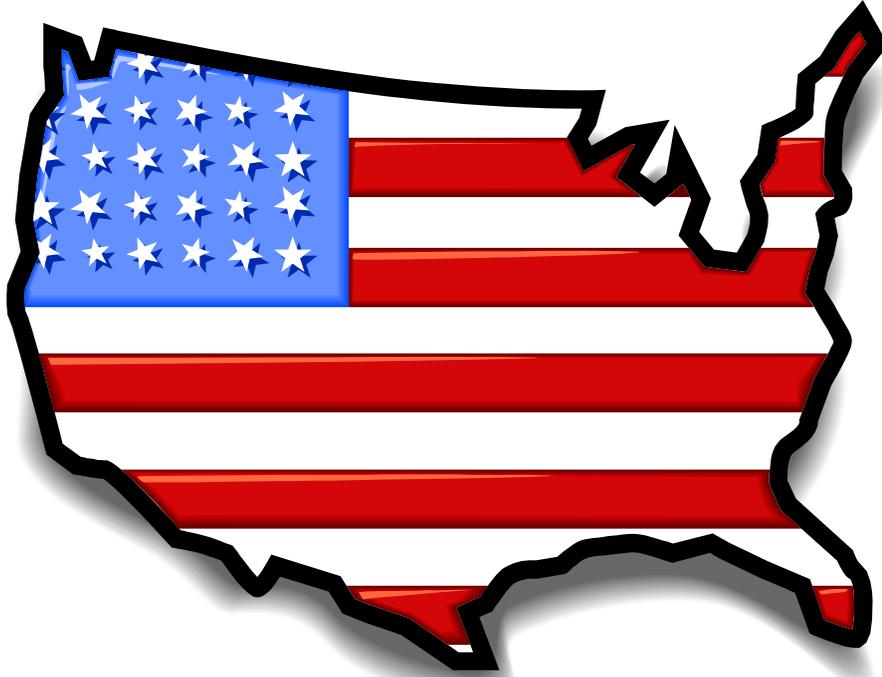


## **On Your Own Visits**

School and preschool groups may visit our museum and grounds on their own. This option is popular with groups who are unable to schedule a field trip led by our staff.

### **The following guidelines will make your trip successful:**

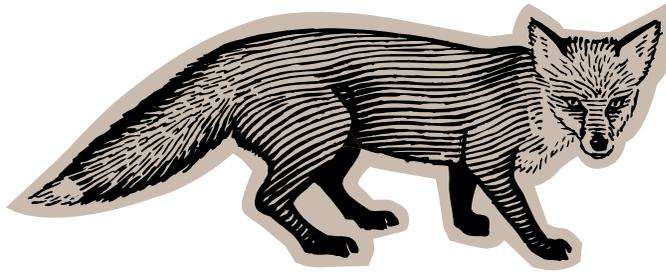
Please call and schedule your group in advance. This prevents conflicts with other groups and programs at The Outdoor Campus. Plan 15 to 20 minutes for visits to the museum. Groups that use the grounds must remain in designated areas and on the trails. A touch table containing furs, skulls, and other artifacts for younger students is available near the front of the museum. You may request scavenger hunt cards for younger children to use in the museum or out on our trails.



**For more information on how we meet national science standards:**

[www.outdoorcampus.org/classeschopre.htm](http://www.outdoorcampus.org/classeschopre.htm)

## **Borrow These Teaching Tools**



We have crates of teaching materials that 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

Mammal Crate B (slightly larger)

Endangered Species Crate

Grasslands/Sod Box

Prairie Crate

Tree Trunk

Bird Box

Bat Crate

Beaver Crate

Coyote Crate

Land Navigation Crate I

Land Navigation Crate II

If you would like to see the inventory sheet for any of these crates, contact Kay Gannon at [kay.gannon@state.sd.us](mailto:kay.gannon@state.sd.us)



## **Contact Information**

**The Outdoor Campus**

**4500 S. Oxbow Ave**

**Sioux Falls, SD 57106**

**(605)362-2777**

**Fax (605)362-2704**

**Email: [toc@state.sd.us](mailto:toc@state.sd.us)**

**[www.outdoorcampus.org](http://www.outdoorcampus.org)**