

Exploration Wild Lesson Plan

Grades: Pre K - 2

Length of Program: 1 - 1 ½ hours

Time of Year: Spring, Summer, Fall

Preferred Adult/ Student Ratio: 1/5

Summary:

Sensory games and activities form the backbone of this exciting program. Designed to help your students begin to explore their natural environment, the program will take the students into Horicon Marsh to learn about the amazing plants and animals that live there.

Teacher Preparation:

Discuss the definition of a wetland with the class prior to coming to the marsh.

Academic Standards Addressed:

Science

F.4.1 Discover how each organism meets its basic needs

F.4.3 Illustrate the different ways that organisms grow through life stages

F.4.4 Explain connections among living and nonliving things

Special Instructions: Please make sure students are dressed appropriately.

Materials:

- Animal Pelts
- Owl Pellets
- Insect Sweep Nets
- Dipping Nets
- etc.

Procedure:

Take the students on a short hike around the goose pond. Ask the class what their 5 senses are. Explain that you are going to use 4 of the 5 senses (touch, sight, hearing, smelling) during your hike today. Along the way, stop frequently to play sensory mini-games. These may include:

- Find an object to camouflage with
- Guess what animal the pelt is from
- Dissect an owl pellet
- See how many insects you can catch in the prairie with an insect net
- See how many aquatic insects you can catch in the marsh with an aquatic net
- Close your eyes and listen for as many different sounds as you can hear
- Try to find something that smells like the following; sweet, stinky, minty, flowery, spicy, etc.

After each activity, ask the class what senses they used. You may want to repeat some of the games, such as the camouflage or smelling game, more than once in different areas.

Wrap-up:

Ask the students how many of their senses they used on the hike they just finished. Have students share one thing they discovered on the hike.