

CGC1P | CGC1D

BUILD YOUR OWN PROGRAM: Secondary teachers have the opportunity to choose programs and plan a day that connects with their classroom learning. (*Activities marked with an asterisk are included in every trip).

Activity	Description	Duration
*What is an Environmental Organization?	Have you ever wondered what environmental organizations are all about? This 30 minute presentation will help students understand the importance of environmental organizations and how they operate.	30 minutes
*I Have Who Has?	Students will learn key terms in a fun interactive activity involving the entire class. A great activity to challenge their communication and listening skills.	15 minutes
*Discovering Fish, Wildlife and our Heritage	Want more than just a tour? Our interactive tour will keep students on their toes asking questions and making connections.	45 minutes
Pay to Play	To be? or not to be? a consumptive wildlife user Students will learn the difference between consumptive and nonconsumptive recreation and how these activities affect wildlife. This game will also teach students how to be responsible wild-life recreationalists, and how money is generated to fund the conservation of wildlife.	45 minutes to 1 hour
Checks and Balances	Have you ever managed your own population of animals? This game will challenge students to make important decisions in order to keep their animal population in check and their ecosystem balanced. Students will learn the factors that affect the size of a wildlife population, and how those factors can be minimized in order to help keep populations stable.	45 minutes to 1 hour
CSSP Case Study	Streams and rivers support a variety of different species. Learn the ways in which you and your community can help restore these habitats and conserve them for the future.	30 minutes
Geo-caching Scavenger Hunt	Technology is great, but it's even better when you can use it OUTDOORS! Students will be sent on a scavenger hunt using GPS units in order to solve a mysterious puzzle!	45 minutes to 1 hour
Ecosystem Jenga	Block-by-block, students will create an ecosystem with essential biotic and abiotic factors. But don't let the tower fall, or your ecosystem must start from the very beginning!	45 minutes
Ecological Footprint Calculation	How big is <i>your</i> footprint? Students will calculate their ecological footprint to learn what their demand on the Earth's ecosystems is. Students will also brainstorm ways in which they can minimize their footprint.	15 minutes
Species Distribution	Where do species live and what factors force these species to move from one location to another? Food or water? Shelter or space? Migration? Invading species? Using distribution maps, students will learn how to track the movements of these species and discuss the potential reason for their movement.	30 minutes
Act of Green Pledge	Reflecting back on the day, students will be challenged to make a pledge of one action they can take to help make the world a healthy place for all living things.	15 minutes