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Outdoor Education Curriculum and Class Choices 2006

An important feature of the Friedenswald program is the option to select your own classes. We encourage schools to utilize Friedenswald staff as much as possible. We can provide up to **three instructors** at a time. The Survival Game and the Barriers and Bridges Initiatives Course may only be used with the supervision of a Friedenswald staff person. Except for whole-group activities like the Survival Game, **class sizes** should be limited to a **maximum of 12 students**.

Class descriptions include a listing of the appropriate seasons during which the class may be taught, the main concepts covered, and state standards being addressed. Most classes last from 1 to 1.5 hours.

Lesson plans and student review sheets can be accessed at our website: <http://www.friedenswald.org/OESchAgeEducation.htm>

Class Descriptions:

_____ **Adaptations** - Students investigate the diversity of adaptations that enable plants and animals to survive and reproduce in certain habitats. They look more closely at the range of adaptations found in birds, insects, and various plants through direct observation and simulation games.

Season: any

Concepts: adaptations, niche, competition

Science Standards: **Indiana** 4.4.2, 4.4.3, 4.4.5, 4.4.6, 5.4.1, 5.4.4, 5.4.7, 6.4.3, 6.4.4, 6.4.8

Michigan III.3.1, III.3.2, III.4.2

_____ **Archery** - Students practice the basics of a skill used for thousands of years for survival and sport. Archery is one of the students favorite classes.

Season: spring or fall

Concepts: concentration, coordination, safety, Native American heritage

History Standards: **Indiana** 4.1.1, 4.1.8, 4.3.12, 4.5.6, 4.6.2

Science Standards: **Indiana** 5.2.6, 5.3.11, 5.3.13

Michigan IV.3.3

_____ **Barriers and Bridges Initiatives Course** - On their journey through alligator infested swamps, over boiling peanut butter pits, and across acid rivers, students develop better cooperation, leadership, and problem solving skills. Depending on the students' ages, activities become progressively more difficult and complex. This activity is limited to students 5th grade and older.

Season: spring or fall

Concepts: cooperation, trust, leadership, problem solving

_____ **Canoeing** - Students practice the basics of lake paddling and learn important boating safety rules. This activity is limited to students 5th grade and older. Canoeing is another one of the student's favorite classes.

Season: spring or fall

Concepts: cooperation, skill improvement, outdoor safety, Native American heritage

History Standards: **Indiana** 4.1.1

Science Standards: **Indiana** 4.1.8, 4.6.1, 4.6.2, 5.3.11, 5.3.13, 6.4.13

Michigan II.1.6, IV.3.2

_____ **Cross-Country Skiing** - Students enjoy the winter woods while practicing a type of winter transportation which has been used for hundreds of years.

Season: winter

Concepts: coordination, skill improvement

Science Standards: **Indiana** 5.2.6, 5.3.11, 5.3.13

Michigan IV.3.3

_____ **Fire building** - Students work in teams to learn how to build and care for a fire safely.

Season: any

Concepts: skill improvement, cooperation, outdoor safety

History Standards: **Indiana** 4.1.1

Science Standards: **Indiana** 4.3.11, 4.3.12, 4.3.13, 5.2.6, 5.3.8, 5.3.9, 6.3.12

Michigan III.3.5

_____ **Journey through Time (Plant Succession)** - Over time, nature changes in predictable ways. Students take a trip on the Friedenswald time machine to observe the natural progression an open, grassy habitat takes as it changes into a forest.

Season: spring or fall

Concepts: succession, relationships

Science Standards: **Indiana** 4.2.4, 4.2.5, 4.3.5, 4.4.3, 4.4.5, 4.5.4, 5.4.4-7, 5.6.4, 6.3.16, 6.4.8, 6.4.10

Michigan III.5.4, III.5.6

_____ **Mammals and Birds** - Students are introduced to local wildlife in the nature center. They have the opportunity to observe birds up close at our bird feeders, and to learn about the differences between mammals and birds through a wide variety of games and experiments.

Season: any

Concepts: wildlife diversity and habits, body temperature, survival strategies

Science Standards: **Indiana** 4.4.2, 4.4.3, 4.4.4, 5.4.7, 6.4.3, 6.4.4
Michigan III.2.1

_____ **The Pioneers** –(Michigan & Indiana History) During an overview of the history of the area, students are introduced to various elements of pioneer life. They also experience a taste of pioneer life by making their own, butter, walnut shell ink, or dipped candles, using methods that early settlers used.

Season: any

Concepts: pioneer heritage, survival skills

History Standards: **Indiana** 4.1.1, 4.1.5, 4.3.6, 4.3.7, 4.4.1, 4.4.6, 4.5.6

Science Standards: **Indiana** 4.4.8, 5.1.5, 5.1.7, 5.3.8, 5.3.9, 6.1.9, 6.4.13

Michigan II.1.4, II.1.5, III.5.5

_____ **Nature Journaling** –Students learn basic techniques of making scientific observation of their surroundings through use of a journal. Drawing, writing and formulating questionings are emphasized. (FYI: Aristotle, Leonardo da Vinci, Queen Victoria, Charles Darwin, J.J. Audubon, Lewis & Clark, and Thomas Jefferson were all avid nature journalists.)

Season: any

Concepts: observation, questioning, writing, drawing

Science Standards:

_____ **Nature Neighborhoods** - While students learn about the inhabitants and characteristics of a specific community they discover themes common to all communities. Communities present at Friedenswald include a tamarack fen, old growth oak/hickory forest, beech/maple climax forest, marsh and lake.

Season: spring or fall

Concepts: community, ecosystem, food chains & webs, energy, producers, consumers

Science Standards: **Indiana** 4.4.2, 4.4.3, 4.4.4, 4.4.6, 5.4.4, 5.4.5, 5.4.7, 6.4.1, 6.4.8, 6.4.9

Michigan III.2.3, III.5.1, III.5.2, III.5.3

_____ **Orienteering** - Students learn the basics of how to use a compass and read a map. This class is limited to students 5th grade and older.

Season: any

Concepts: skill improvement, cooperation, math skills

Science Standards: **Indiana** 5.1.5, 5.2.6, 5.6.2

Michigan I.1.3, I.1.6, II.1.3

_____ **Senses** - Students use their sense of sight, hearing, smell, touch, and taste to explore their surroundings. Through games and interactive activities they consider the importance of senses in making discoveries about the natural world.

Season: any

Concepts: observation, adaptations

Science Standards: **Indiana** 6.3.21

Michigan IV.4.1, IV.4.2, IV.4.3

_____ **Small World** - Students explore the miniature habitats of the soil or a rotten log, or get an ant's eye view along ground level. Using magnifying glasses, students discover a world seldom seen or noticed that contains great variety and diversity.

Season: spring or fall

Concepts: habitats, food chains & webs, producers, consumers, decomposers

Science Standards: **Indiana** 4.2.5, 4.4.2, 4.4.3, 4.4.4, 4.4.6, 5.1.4, 5.6.1, 6.3.19, 6.4.1, 6.4.2&5, 6.4.10

Michigan III.5.1, III.5.2, III.5.3

_____ **Survival Game** (whole group activity)- Students take on the roles of animals in their struggle for survival and come to a new understanding of the impact of human activities on the natural world during this exciting simulation game. Please note that this is a whole group activity (30-100 people) and will be led only by a Friedenswald staff person. *This activity lasts 1 ½ to 2 hours. Most students enjoy this activity more than any other.

Season: any

Concepts: food pyramids, life expectancy, survival needs

Science Standards: **Indiana** 4.4.3, 4.4.4, 4.4.6, 5.4.4, 5.4.5, 5.4.7, 6.3.16, 6.4.1, 6.4.8, 6.4.9, 6.4.10

Michigan III.5.1, III.5.2, III.5.6

_____ **The Three R's (Reduce, Reuse, Recycle)** - Students gain an understanding of the importance of conserving our resources and make their own recycled paper from common reusable materials.

Season: any

Concepts: decision making, recycling, conservation

History Standards: **Indiana** 4.4.1, 4.5.6

Science Standards: **Indiana** 4.1.9, 4.2.4, 4.4.5, 5.1.5, 5.1.6, 5.1.7, 6.1.9, 6.3.4, 6.3.8, 6.3.13, 6.3.14, 6.3.16

Michigan III.5.5, III.5.6, V.2.4

_____ **Weather** – Students learn the correct use of weather instruments, and use their measurements to make a simple forecast for the next day.

Season: any

Concepts: outdoor survival, observation, recording information

History Standards: **Indiana** 4.3.6, 4.3.7
Science Standards: **Indiana** 4.2.4, 4.3.2, 4.3.4, 4.3.5, 4.3.8, 4.5.4,
5.3.4, 5.3.5, 5.3.8, 5.3.9, 5.5.7, 5.5.8, 5.6.4,
6.2.8, 6.3.5, 6.3.12, 6.3.13, 6.3.14, 6.3.16
Michigan I.1.3, II.1.3, IV.2.1, V.3.1, V.3.2, V.3.3

_____ **Who Goes There? (Animal Tracks & Signs)**- Students create their own guide to animal tracks and practice observation skills through playing games and hiking the Unnatural Trail. They become detectives as they search outdoors for clues to the identity and habits of animals by observing the signs they leave behind.

Season: any

Concepts: habitats, niches, observation

Science Standards: **Indiana** 4.2.5, 4.4.3, 4.4.8, 5.1.7, 5.2.4, 6.4.1,
6.4.10

Michigan

_____ **Wild Health Food Store (Wild Edibles)**- Students examine a variety of wild flowers and other plants useful as food and medicines, and share in the preparation and enjoyment of food made from wild plants. Students also learn about plants that are better left alone.

Season: spring or fall

Concepts: Native American and pioneer heritage, outdoor skills, diversity

History Standards: **Indiana** 4.1.1, 4.4.8, 5.1.1, 5.1.3

Science Standards: **Indiana** 4.4.3, 4.4.5

Michigan III.2.3, III.5.2, III.5.5

Evening Activity Options

Camp Friedenswald is able to provide a wide range of evening activities that are led by Friedenswald staff. Each evening activity lasts for one hour. Teachers and chaperones are asked to be present at all evening activities led by Friedenswald staff. Schools may choose to lead their own evening activities. Schools should plan to provide their own materials for evening activities that they lead.

___ **Astronomy:** Students learn about stars, constellations and other features of the night sky.

___ **Camp Jeopardy:** Groups compete in a fun, lighthearted answer and question game based on camp classes. Best played towards the end of the trip to help reinforce learning.

___ **Dutch Auction:** Cabin groups compete in a crazy and exciting indoor personal scavenger hunt, which encourages creativity and cooperation.

___ **Group Games:** Students participate in a variety of new and unusual cooperative and competitive games. (e.g. Capture the flag, Native American Games, Moth & Bat.....)

___ **Night Hike:** Small groups hike to different areas of Camp to discover what animals are active and how they cope with darkness, and to experience the outdoors at night.

Leader/Student Ratio: 1:20

___ **Popcorn Campfire:** Students enjoy popcorn made in a huge kettle over a roaring fire, sing songs and listen to stories in the shelter of the Hollow.

___ **Scavenger Hunt:** Students test their knowledge and explore the natural world by finding items on a list and answering questions.