



Quarrybrook

EXPERIENTIAL EDUCATION CENTER

Program Title: **Surviving the Change!**

Theme: In their quest to satisfy daily survival needs during changing seasons, many animals manipulate and change their immediate habitats, while other animals respond by migrating to more advantageous locations and climates.

Audience: 3rd grade students

Next Generation Standards:

3-LS2-1 Construct an argument that some animals form groups that help members survive.

3-LS3-2 Use evidence to support the explanation that traits can be influenced by the environment.

3-LS4-3 Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.

Goals: Students will explore how different animals respond to changes in their habitats, by migrating or by structurally changing their immediate environments. Through a challenge expedition, students will take on the roles of several different animals working to survive in the forest. Students will encounter challenge cards along the trail, teaching them about animals that are causing change and prompting them to complete short team challenges mimicking those behaviors. Then students will reflect on what they have learned through an all-group Migration Survival Game.

Objectives:

- **What are the objectives?** Students will compare the upstream landscape with the altered landscape around the beaver pond. Students will know three to five animals that cause significant changes to their habitats and what those changes are. Students will be able to identify three to five changes in the landscape which cause some organisms to migrate. Students will be able to identify three to five impacts humans have on the local habitat.
- **How will they be measured?** Students will be asked to describe observable changes in the landscape along the hike. Students will successfully complete team activities which simulate animal adaptations and behaviors. Students will successfully negotiate the challenges of a migration game.

Program Outline:

Activity 1: SURVIVAL GAMES (90 min.) – This will be the main activity for the day, exploring how different animals manipulate and change the environment around them. Students will be told that they are going on a hike that will challenge them to “survive” in the forest as if they were animals. At several points along the trail, there will be hidden challenge cards that the students must locate. Each challenge card will feature a different animal, providing information on its main subsistence behaviors. Students will be asked to complete a team-building activity that mimics a behavior or subsistence goal for that

animal, in their pursuit of food, increased safety from predators, etc. Students will be asked to complete three to four challenges in total, with the final station highlighting an animal that must migrate.



For each challenge station, teachers and chaperones will be helpful in keeping the students on task and assisting them through the team-building activities.

Activity 2: MIGRATION MADNESS (30 min.) – For this tag-style game, students will become birds that are traveling south for the winter, then returning north for the summer. Their goal is to cross a field of migratory hazards (i.e., airplanes, skyscrapers, storms) without getting tagged. There will be three safe zones representing resting sites, overwintering locations, and nesting grounds. Along the way, some students who have been tagged out will be tagged back in to represent successful breeding at the nesting grounds.



We will need grown-ups to help by acting as some of the migratory hazards and tagging the running children. We will give you a picture of your hazard to wear, and you are welcome to play-it-up as much as you like. 😊 This is fun for Everyone!

Conclusion/Wrap-up: We will gather the students together after the game and verbally review the different agents of change that cause animals to migrate or adopt certain behaviors.