



## Quarrybrook

EXPERIENTIAL EDUCATION CENTER

### Program Title: **Habitat Must-Haves**

**Theme:** A habitat is the natural home for a plant or animal, where its basic needs are met.

**Audience:** 1st grade students

**Next Generation Standard:** 1-LS1-1 Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.

**Goals:** Through storytelling and role play, students will embark on a group quest to discover what a habitat truly is. During a forest walk narrated by a fictional character we call “Barney the Beaver,” students will stop at several learning stations to collect information about the food, water, shelter, and clean air and space that a habitat must provide. Through this journey, we will slowly construct a meaningful definition for the word ‘habitat’ and a basic understanding of the concept.

#### **Objectives:**

- **What are the objectives?** Students will understand what a habitat is and be able to name the four components that must be found in a habitat. They will be able to identify at least three ways that living things interact with their habitats in order to meet their daily needs. Students will have fun and be excited about being outdoors in a natural environment!
- **How will they be measured?** Students will successfully complete activities and challenges about animal interactions at each learning station, in order to collect a token and move on to the next station. Students will reflect on what they have learned through playing an all-group Habitat Survival Game.

#### **Program Outline:**

Activity 1: “WHAT IS A HABITAT?” HIKE (45 min.) – Students will be introduced to a woodland character and follow its story of daily life in the forest. At four different locations, students will find a part of our character’s story and learn about how it and other critters interact with their habitat to fulfill their basic needs, including food, water, shelter and clean air and space. Students will complete activities and answer questions at each story station, in order to collect habitat tokens that will be used in the next activity.



While the Quarrybrook instructors will guide the overall journey and introduce the story stations and their accompanying challenges, teachers and chaperones will be helpful in guiding the student sub-teams in their completion of the tasks.

Activity 2: HABITAT SURVIVAL GAME (30 min.) – In a large playing field, all students will come back together to reflect on what they have learned along the hike. Using tokens to represent different elements within a habitat, students will take on the role of a forest animal that is trying to collect enough resources from its habitat to survive for one year. This is a fun and very active running game that allows for a lot of connections and questions regarding animals and their habitats.



Teachers and chaperones are always encouraged to play along with the children, and can also be helpful in reminding the students about the rules as we go—this game produces a lot of excitement and rules often get left behind in the mad quest for survival! 😊

**Conclusion/Wrap-up:** Most of the reflection opportunity will play out in the Habitat Survival Game. We will also take a moment for verbal review and ask the students to explain what their definition of a habitat is and some important ways that animals can work with their environments to survive and thrive.