



1000 Islands Programming

Field Trip Activities

Field trips are informal programs filled with your choice of activities based on your group's age and abilities. Create your own field trip by mixing and matching activities from the many options listed below. *Summer field trips will be limited to half-day programs only.

Bald Eagle Ecology

Learn more about the history and life cycle of bald eagles. This lecture style presentation also covers the how humans have played a role in both their population decline as well as their comeback.

Grades 3 – Adult

Biomimicry

Nature has long been a source of inspiration for humans. Learn about some of the human inventions that have resulted from mimicking, or copying nature. Participants will also get a chance to let nature inspire their own inventions or innovations.

Grades 1 – 3

Bug Hunt

Explore in the woods looking for insects, spiders and other creepy crawlies and play Bug Bingo based on your finds. Emphasis can be placed on the differences between spiders and insects, decomposers, or good bugs and bad bugs.

Grades Pre-K – 3

Colorful Confusion

Learn about different types of animal colorations with games and examples. Discussion on colorations such as camouflage, warning, advertising, and counter shading.

Grades 2 – 5

Crayfish & Critter Hunt

Walk in the water of the Konkapot Creek looking for crayfish and other macro invertebrates in addition to fish, reptiles, and amphibians.

Grades K – Adult

Every Drop Counts

Fire Building

Learn about the fire triangle and how to safely build a fire for survival or recreation. Participants will be able to build small fires in a controlled manner using a variety of materials.

Grades 3 – Adult

Geocaching

Participants will learn the basics of how GPS works and how to use a GPS receiver. An introduction to the sport of geocaching will be introduced and they will have the opportunity to practice finding temporary caches as well as a real geocache.

Grades 4 – Adult

Goats Tackle Invasive Species

1000 Islands has been utilizing goats as a minimal impact method of managing invasive and other unwanted plants. Participants will learn about the background of this project and the impacts that have resulted.

Grades 5 – Adult

Nature Games

Play age appropriate nature games outside including many different predator/prey style games.

Grades K – 5

Nature Hike

Hike along the Fox River or in the Upper Woods to explore the natural habitat. Emphasis can be placed on just about any natural topic from seasonal occurrences to look for plants, animals and other organisms that live in the area.

Grades K – Adult

Orienteering

Participants will learn the basic parts and procedure for using a compass and learn about pacing to estimate distance. They will have the opportunity to use these new skills by following an orienteering course.

Grades 3 – Adult

Outdoor Scavenger Hunt

Participants search for a list of items outside in nature. Most often seasonally focused, this can be done around the 1000 Islands building or while on the hiking trails.

Grades K – Adult

Peregrine Falcons

Participants will learn more about their life cycle, history and how humans have found a great relationship with these fast flying raptors.

Grades 4 – Adult

Reduce Your Environmental Impact

Participants will gain knowledge in how every day actions impact the environment and learn about how you can reduce that impact within your work, school or home setting.

Grades 5 – Adult

Shelter Building

Participants will learn about the basics of building a survival shelter and get an opportunity to build their own out in the woods.

Grades 1 – Adult

Skull Duggery

Participants will learn how to use a dichotomous key in order to identify several different types of mammal skulls. Identification will be aided through the use of measurements and dental formulas, the numbers of different tooth types.

Grades 3 – Adult

The Very Best Bed

Based on a storybook entitled, “The Very Best Bed,” students explore various animal homes through a story-time, a hands-on indoor exploration of the animals, and an outdoor search to find evidence of animal beds throughout the conservancy.

Grades Pre-K – 2.

What Am I?

Students will learn about the different animal groups and some of the unique characteristics and adaptations of each group. Several animal examples will be available to see and/or touch.

Grades Pre-K – 3

Who Eats What?

Students explore animal eating habits and what an herbivore, omnivore, and carnivore is through the exploration of animal skulls, furs, and puppets.

Grades Pre-K – 2

Who Gives a Hoot

Students will learn about several different adaptations that owls have in order to be efficient hunters. This is a presentation style program followed by interactive stations that will demonstrate their adaptations such as fringed wings and binocular vision.

Grades 2 – Adult

Where Do They Go in Winter?

Students actively explore how animals spend their winters by learning about hibernation, migration, dormancy, and active animals. Animal tracks, gaits, and furs are introduced through hands-on and large motor activities.

Grades Pre-K – 2

WI Mammals

Students will learn about several different mammals that call Wisconsin home. After a discussion on the definition of a mammal and the characteristics all mammals share,

students will learn more about individual WI mammal species as well as get to see and touch several pelts.

Grades Pre-K – 5

Field Experiences

Field Experiences are more formal programs that are based on academic standards. These half-day or full day programs include several theme based lessons and activities. The number and selection of activities will be based on interest, age/grade level and time available.

Fox River Ecology

What can be found in the Fox River? What can we tell about the river's health from its inhabitants? Study the river and creek up close using chemistry and biology.

Activities:

- Crayfish & Critter Hunt/Squish Hike
- Nature Hike
- Water Chemistry
- Nature Games

Standards: SCI.CC1.3-5, SCI.CC3.3-5, SCI.CC4.3-5, SCI.SEP1.A.3-5, SCI.SEP3.A.3-5, SCI.SEP4.A.3-5, SCI.SEP4.A.3-5, SCI.SEP5.A.3-5, SCI.SEP6.A.3-5, SCI.LS2.C.3, SCI.LS4.C.3, SCI.LS4.D.3, SCI.ESS2.E.4, SCI.LS2.C.m, SCI.CC4.m

Grades 4 – Adult

Landforms and Water Cycle

Exploring the development of islands and concepts of erosion and water movement through a hike and the use of our Augmented Reality Sand Table, students learn about the Fox River and the islands on the property.

Activities:

- Augmented Reality Sand Table exploration
- Outdoor STEM based sand table river construction
- Mapping and map reading
- Flood plain and island exploration when safe

Standards: SCI.CC1.3-5, SCI.CC4.3-5, SCI.CC6.3-5, SCI.SEP1.A.3-5, SCI.SEP2.A.3-5, SCI.SEP6.A.3-5, SCI.SEP6.B.3-5, SCI.PS2.A.3, SCI.ESS1.C.4, SCI.ESS2.A.4,5, SCI.ESS2.B.4, SCI.CC4.m, SCI.PS3.C.m

Grades 3 – 8

Native American Respect

The concept of respect for the environment, plants and animals is explained through an interpretive hike coupled with our indoor scavenger hunt and exploration of Native American artifacts.

Activities:

- Wild edible exploration
- Animal pelt and artifact exploration indoors
- Interpretive hike

Standards: SS.BH2.a.4-5, SS.BH3.a.5, SS.Geog5.b.5, SCI.LS2.A.5
Grades 3 – 5

Plant and Animal Adaptations – Structure and Function

Rotating between indoor activities and outdoor hikes, students explore different adaptations of plants and animals to understand how the various structures on the organisms function to help them survive.

Activities:

- Clue based scavenger hunt indoors
- Artifact exploration indoors
- Plant focused hike
- Animals focused hike

Standards: SCI.CC6.3-5, SCI.CC7.3-5, SCI.SEP1.A.3-5, SCI.LS1.A.4, SCI.LS1.D.4, SCI.LS2.D.3, SCI.LS3.A.3, SCI.LS3.B.3, SCI.LS4.B.3, SCI.LS4.C.3

Grades 3 – 5

Sugar Bush (I, O, HO)**

Learn about the process of collecting tree sap and turning it into syrup. Participants will get to witness the entire process and practice tapping a tree on their own.

Activities:

- Sisibaskwat – History and science of the maple syrup tradition
- Hands-on Stations
- Guided Hike and Tapping Demonstration
- Tour of the Sugar Shack
- Pancake and Maple Syrup Snack

Standards: SCI.CC3.K-2, SCI.CC4.K-2, SCI.SEP1.A.K-2, SCI.LS2.A.2, SCI.PS1.A.2, SCI.PS1.B.2, SCI.ESS3.A.K, SCI.ESS3.C.K, SCI.CC4.3-5, SCI.CC6.3-5, SCI.SEP1.A.3-5, SCI.SEP6.A.3-5, SCI.LS2.B.5, SCI.PS1.A.5, SCI.PS1.B.5, SCI.PS3.B.4, SCI.PS3.D.4,5, SCI.ESS3.C.5, SCI.CC4.m,
Grades Pre-K – Adult

***This program is offered for a limited time frame in March each year with priority going to Kaukauna Area School District classes.*

Survival Skills (O, HO)

Students will hike to the Upper Woods area of 1000 Islands and learn basic skills needed for outdoor survival. Skills will vary depending on age and time, but can include shelter building, fire building, water filtration and purification methods, snare building, and orienteering.

Activities:

- Students construct a lean-to shelter in small groups
- Students build a log cabin or teepee form fire
- Students use STEM based techniques to create water filters
- Students test a basic snare construction
- Students use GPS units for orienteering

Standards: SCI.CC6.K-2, SCI.SEP2.A.K-2, SCI.SEP3.A.K-2, SCI.SEP6.B.K-2, SCI.LS1.C.K, SCI.PS4.C.1, SCI.ESS3.A.K, SCI.ESS3.C.K, SCI.CC6.3-5, SCI.SEP2.A.3-5, SCI.SEP3.A.3-5, SCI.SEP6.B.3-5, SCI.ESS3.A.4, SCI.PS3.C.m
Grades 2 – Adult

Weather and Climate

This program introduces students to the concepts of weather, the water cycle, and climate through experiment-based activities and outdoor observations on a hike.

Activities:

- Indoor water cycle experiments
- Outdoor hike observing weather and clouds
- Outdoor exploration of states of water

Standards: SCI.CC1.3-5, SCI.CC2.3-5, SCI.CC3.3-5, SCI.CC4.3-5, SCI.CC7.3-5, SCI.SEP1.A.3-5, SCI.SEP3.A.3-5, SCI.LS2.C.3, SCI.LS4.C.3, SCI.LS4.D.3, SCI.PS2.B.3, SCI.ESS1.B.5, SCI.ESS2.A.4,5, SCI.ESS2.D.3, SCI.ESS3.B.3,4
Grades 3 – 5

