

1000 Islands Programming

Summer Field Trip Activities



Create your own half-day field trip by mixing and matching activities from the many options listed below. *Most programs require 30-60 minutes.*

Bug Hunt

Explore 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

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

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 to explore the natural habitat. Emphasis can be placed on just about any natural topic from seasonal occurrences to looking 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 completing an orienteering challenge.

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

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

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 (OFF-SITE OPTION ONLY)

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 (OFF-SITE OPTION ONLY)

Who Gives a Hoot

Students will learn about several different adaptations that owls have to be efficient hunters. Interactive stations will demonstrate their adaptations such as fringed wings and binocular vision.

Grades 2 – Adult

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 (OFF-SITE OPTION ONLY)