



Oak Hammock Marsh "Wetland Ecovan" Presentation Selections

Creatures of the Night

(Gr. 1 to 6)
Bats are fascinating and important animals. Learn more about these *creatures of the night!* (indoor)



Birdfeeders

(Gr.1 to 4)
Learn about bird feeding adaptations and strategies. Make your own simple birdfeeder to take home. *Note: seed may have come into contact with nuts.* (indoor)

Reptiles and Amphibians

(Gr.1 to 6)
Come explore the similarities and differences between these exciting wetland animals. (indoor)



Surviving the Freeze

(Gr. 1 to 6)
Through interactive activities, discover how plants and animals prepare for the winter months and adapt to meet the challenges of cold weather. (indoor/outdoor)



Animal Detective

(Gr. 2 to 6)
Perfect your detective skills by discovering clues left behind by animals. (indoor)

Plant Ecology

(Gr. 2 to 6)
Why are wetland plants so important to birds, mammals and people? Find out more about wetland plants and their adaptations. (indoor)

What's for Dinner?

(Gr. 4 to 12)
Owls and other bird predators cough up pellets of undigested fur and bones. Dissect a sterilized pellet to discover what a barn owl had for dinner! (indoor)



Wacky Weather

(Gr. 1 to 5)
Find out how weather affects the lives of all animals, including humans. Use simple devices to measure the



Explore Watersheds

(Gr. 1 to 12)
Through a demonstration model and various grade-appropriate activities and games, students learn the importance of wetlands and watersheds. (indoor)



Introduction to GPS and Geocaching

(Gr. 7 to 12)
In this program, learn the background of GPS and the excitement of geocaching. Hands-on use of a GPS unit is the feature of this program. (indoor/outdoor)

Aboriginal Games

(Gr. 2 to 12)
Test yourself with some of the games that were played both for skill building and fun. (indoor/outdoor)

World of Wetlands

(Gr. 3 to 12)
These important and diverse habitats are brought to life in this presentation filled with colourful images and props. (indoor)



Voyageur Challenge

(Gr. 2 to 12)
Through friendly competition, play the role of a voyageur! Activities may include any of the following: bannock toss, dressing the voyageur, "ptarmigan" hunt, jigging contest, log pull, and more. (indoor/outdoor)



Preschool & Kindergarten

Neat Feet & Beaks

Can you tell where a bird lives or what it eats by its feet and beak? Animals have special characteristics that help them live in different habitats. Create your own feeder and give it as a treat to the birds. *Note: seed may have come into contact with nuts.* (indoor)



Snakes Alive!

Put all of those scary snake tales to rest and learn all about this terrific creature through games and props. (indoor)

Rain or Shine

Discover the wonders of weather. Find out how weather can change and how it affects wildlife and us! (indoor)

Itsy Bitsy Spiders

How does a spider spin its web? Find out interesting facts about spiders and create your own spider web craft. (indoor)



Maximum:
30 students per class

2 interpreters
- half day -
starting at \$325
(4 presentations)

2 interpreters
- full day -
starting at \$525
(8 presentations)

Need Some Suggestions??

Grade K: Neat Feet & Beaks	Grade 6: What's for Dinner?
Grade 1: Reptiles & Amphibians	Grade 7: World of Wetlands
Grade 2: Creatures of the Night	Grade 8: Explore Watersheds
Grade 3: Plant Ecology	Grade 9: GPS/Geocaching
Grade 4: Surviving the Freeze	Grade 10: Explore Watersheds
Grade 5: Voyageur Challenge	Grade 11/12: Aboriginal Games

Thank you to our sponsors:



All presentations are 45 min. to 1 hour in length, presented in your classroom!

For more information call the Interpretive Centre at 1-888-506-2774 (ext. 299)

2015-2016