



Playcard Environmental Education Center Pre-visit Information Sheet
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Playcard Pre-visit Information Sheet First Grade: Nature Explorers

Grade 1st **Subject: Nature Explorers**

Science Standards Addressed

Plant and animal survival and communication strategies, biomimicry, inheritance of traits, senses, calls, natural sounds, light studies. (LS 3-1, LS 3-12 LS 1-2)

PROGRAM DESCRIPTION:

Students will be immersed into the wonderful world of plant and animal survival strategies. (Flowers, roots, stems, bones, fur, feathers, scales, etc.) The students will model the life cycle of a plant or animal kinetically.

The students will then be encouraged to explore the many unique wildlife habitats of Playcard. Seed dispersal will be studied by seed searches. Edible wild plants will be discovered through the sense of taste and smell. Poisonous plants will be identified for student's reference. Plant uses will be discovered in the pioneer and native American villages. Natural sounds will be explored through bird call study and exploring the natural language of species. Biomimicry and defense strategies of animals and plants.

Vocabulary

[Survival](#) [Mimicry](#) [Communication](#) [Inheritance](#) [Bird Calls](#)

Pre-Visit Game [Bird Song Hero](#)

Preparing for your Visit

1. Play the interactive [Bird Song Hero interactive game](#) Cornell Bird Academy.
2. Please encourage students to wear clothing appropriate for the weather conditions and be ready to explore nature with all their senses.
3. CHAPERONES: Students should have a 1 adult for every 5 students. This is a not a requirement, but does add to the program significantly.
4. Please bring ONE 1 GALLON SIZED ZIPLOCK BAG PER STUDENT for collections.

Post Visit Activity

As an assessment, each grade level is encouraged to create a learning, "feedback" project.

These projects may be any appropriate feedback method as prescribed by the teacher.

Some examples are, letters of what the students learned with drawings and/or photographs of the experience, power point presentations, videos, learning logs, journals, projects (i.e. a bug collection, leaf collection, copy of presentation, etc.) *An excellent project to accomplish with the Playcard experience is to plant the seeds that the students collect in a terrarium and watch what happens! The plants have been "dispersed" into your classroom! Problem solving using bio-mimicry.*