



DISCOVER YOUR SCHOOL'S

TRUE NATURE...

OUTDOOR LEARNING FOR
KINDERGARTEN TO GRADE 8



Camp Kawartha, winner of 20 awards for its work in environmental education and stewardship, is excited to launch **Outdoor Learning at Your School** - a series of curriculum-linked programming that we can teach your students at your own schoolyard. Not only are each of the programs linked to the Ontario curriculum, but they also support the landmarks of the **Pathway to Stewardship and Kinship Program**, led by Camp Kawartha and are aligned with the **United Nations Sustainable Development Goals**.



More and more research has shown the health benefits of learning outdoors. Being active outside boosts your immune system, brightens your mood and increases your student's focus for learning when you get back inside.

Come on outside and discover what amazing potential your school yard has for environmental learning. Explore with us as our expert instructors teach your students about ecology, leadership, nature awareness and so much more. Our programs are fun, engaging and active! We use games, drama and hands-on exploration to help bring the outdoors to life for children of all ages.

Programs at a Glance

We are continually developing new programs. Please note - an overview of the Ontario Curriculum links for each program and program descriptions are available at: <https://campkawartha.ca/outdoor-education/camp-kawartha-at-your-school/> We'll provide resources and follow up activity suggestions for each program offered. Check with Camp Kawartha staff for details.

KINDERGARTEN TO GRADE 2	GRADES 3 & 4	GRADES 5 TO 8
Nature Games	Adaptations	Team Building Tasks
Sensorama	Tracking & Trailing	Renewable Energy
Dramatized Squirrel Hike	Cooperative Games	Flight
Nature Art	Traditional Games	Endangered Species
Patterns in Nature	Honing in on Homes	Traditional games
	Treeific	Patterns in Nature
	Be a Bird Brain	



Our programs support the following United Nations Sustainable Development Goals: **# 3 Good Health and Well-being; # 11 Sustainable Cities and Communities; #13 Climate Action; #14 Life Below Water; #15 Life on Land.**

All programs are linked to Camp Kawartha's Pathway to Stewardship and Kinship Project. To find out more about the program and the associated landmarks, please visit www.pathwayproject.ca

*Snowshoeing may be available for all grades depending on availability, conditions and numbers of students. Call for details.

Camp Kawartha is a registered, not for profit charity:
12453 9214 RR0001

To book please call Camp Kawartha at **705 652-3860 ext. 206**
For more information about Camp Kawartha, visit our website:
www.campkawartha.ca

To make a booking, contact
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DISCOVER YOUR SCHOOL'S TRUE NATURE PROGRAM GUIDE

PROGRAM DESCRIPTION	SUGGESTED GRADE	PATHWAY LANDMARK	SEASON
Nature Games in Your Neighbourhood: Using a series of fun and interactive games, students learn more about what lives in their “neighbourhood.” Stalk like a fox, learn what makes habitats special, discover how bees find wildflowers and catch food like a bull frog. Students learn to appreciate their local environment while also participating in games and activities that encourage team building and cooperation.	K, 1 and 2	2,4,6	F, W, S
Gnome Homes: Natural objects are a wonderful catalyst for creativity. A stick can become a magic wand, a walking staff or the mast of a sailing ship. Organic shapes invite imaginative play. In this program, students design and build Gnome homes using natural materials that we bring. This activity lends itself to storytelling and creative free play.	K	3, 6, 8	F, W, S
Sensorama: One of the best ways to facilitate a lifelong appreciation for natural places is to enhance a child's sensory awareness. Based on the ground-breaking “acclimatization” work of Steve Van Matre, these activities encourage children to explore the natural environment by using all of their senses. Tune into the soundscape of a field or forest to hear richly textured nature sounds. Reproduce the sounds of nature in an eco-symphony. These are just two examples of the many activities in this imaginative and interactive program. A wonderful program for younger Grades!	K, 1	1,3	F, W, S
Dramatized Squirrel Hike: Experience a year in the life of a squirrel. This creative program uses storytelling, drama and games to help students appreciate a year in the life of one of our most common urban mammals. Students will forage for food, learn to balance and jump like squirrels and how to avoid danger. A fun, educational and interactive program.	1, 2, 4	6, 11, 12	F, W, S
Nature Art: Using a variety of natural found materials, students plan and design a series of 3 dimensional sculptures. Students learn how to use nature's colours, textures and patterns to create an artistic piece that depicts a set of feelings and impressions. Inspired by the ground breaking work of Andy Goldsworthy, we capture these pictures digitally to be shared by classmates and parents.	2, 3, 4	6, 8, 11, 12	F, W, S
Patterns in Nature (primary): From the whorls of branches on a red pine tree to the delicate plume of a dandelion seed, nature exhibits beauty and symmetry in a variety of striking patterns. Help your students develop an “eye” for discovering micro and macro patterns in the field, forest and wetland ecosystems that are an integral part of our natural communities. Participate in a "Patterns in Nature" scavenger hunt. Learn about symmetry, the patterns of coding and sequencing – using the nature as your guide. For grade 5, we introduce the concept of the Fibonacci sequence and show just how amazing this patterning principle is in nature.	1, 2, 5	6, 11, 12	F, W, S

TRUE NATURE PROGRAM GUIDE

PROGRAM DESCRIPTION	SUGGESTED GRADE	PATHWAY LANDMARK	SEASON
Adaptations: This program is action packed, full of games, stories and exploration. Understand the complex concept of adaptation in a fun and simple way. Learn how mice build nests, how foxes stalk, how geese migrate and why animals have the physical features they do.	2, 4	6, 11, 12	F, W, S
Tracking & Trailing (Wildlife / habitat): Everywhere animals go, they leave subtle signs of their presence. The art of tracking and trailing is a lifelong endeavor that begins with this program. Students will learn about the different forms of animal movement and the various tracks animals leave behind using life size tracking sticks. This is an interactive, hands-on program that requires students to use problem solving and observation skills. We will leave behind a set of tracks casted from realistic molds. Appropriate for students of all ages.	2, 4	6, 11, 12	F, W, S
Co-operative Games and Trust Activities: In a series of fun and action packed games, students explore how working together in a team accomplishes far more than any individual effort. Students also participate in games and activities that encourage each team member to depend upon and trust their fellow team mates.	3, 4	14	F, W, S
Honing in on Homes: That might look like a plain hole in a tree to you, but to a black capped chickadee or to a red squirrel, it is an important refuge from danger and cold. And a home is every bit as important to them, as yours is to you. In this program, students become familiar with what characteristics make for an effective shelter. Students will have an opportunity to build their own animal home to try to keep an “animal baby” snug and warm. They’ll learn about the critical components of habitat, recognizing that habitat depletion is the single most important reason for loss of wildlife in Canada. Investigating tree cavities, exploring galls, hiding under thickets, students come to experience firsthand, the importance of shelter, food and space in a well-structured ecosystem. We’ll also discuss how students can enhance the habitat of their backyards and schoolyards	4	15	F, W, S
Treific: They provide an elegant and beautiful backdrop to our daily lives, but few people stop and consider plants: the only living organism that can manufacture their own food and supply the world with oxygen. In this introduction to the world of trees, your students will learn about the various parts and functions of a tree in a tree drama exercise, identify coniferous trees and deciduous trees, and participate in tree tag and other activities. In spring and fall, we’ll bring along a tree to plant.	3	15	F, W, S
Be a Bird Brain: Everyday experiences can become unique if you approach them with a new perspective. Help your students gain an entirely new perspective on birds, with this engaging hands-on bird program. Learn how birds protect themselves from danger, participate in some intricate bird dances and learn some simple bird songs and calls. We’ll see if we can find local birds using binoculars and field guides.	4	15	F, W, S

PROGRAM DESCRIPTION	SUGGESTED GRADE	PATHWAY LANDMARK	SEASON
Beyond Carbon: Learning about Climate Change and Renewable energy: We'll provide an overview of Climate Change and discuss the impacts of Climate Change in the Peterborough Region and beyond. In this energetic program we'll explore what sources of energy are renewable and non-renewable. Through a series of interactive games and activities, students come to understand how renewable energy works as well as different sources of renewable energy. Students will have an opportunity to design, build and race solar electric model cars built from Lego.	5, 6	16, 17	F, S
Flying High: Just how do birds, insects and some mammals (bats, flying squirrels) do it? How do they conquer gravity and soar through the air? In this fascinating program, learn about the basic principles of natural flight. Find out how a bird's wing is structured, how bumblebees hover and flying squirrels glide. Role-play the different flight techniques of hawks and songbirds. We'll also study how other living organisms such as spiders, caterpillars and even seeds make use of air currents to move from one location to another. An informative and interactive introduction to flight!	6	19	F, W, S
Endangered and Invasive Species: The latest UN report on Biodiversity states that of the Earth's 8 million species, over 1 million are in danger of becoming extinct! When does a species become endangered, extirpated, threatened or vulnerable and what can we do to protect these animals from further decline? What happens when a species kept in check by natural predators is moved to an entirely new location? In this interactive program, you'll find out how invasive species affect ecosystems, which animals are endangered in this area and how important cover, range and a diverse habitat are for animals. We'll use games, activities and hands-on exploration to expose your students to some of the complex issues involved in protecting wildlife.	6, 7, 8	19	F, S
Traditional Ecological Knowledge: For thousands of years First Nations sustained and nourished their cultures by harvesting what they needed on the land. They used plants and animals for medicine, for food, clothing and for building material. Their survival depended on having a positive relationship with the natural world. This ethic of stewardship became an important part of their belief-system and culture. The land we are situated on is the traditional land of the Anishinaabe, Williams Treaty 20. In this program, we'll explore some of the traditional foods, medicines and skills used by the Anishinaabe. We'll suggest resources that will help you extend your First Nations awareness. There is the option of participating in a Giant Map game tracing the route of the Adventure in Understanding Program. This program was developed by Glen Caradus in consultation with Curve Lake First Nations.	5, 6, 7, 8	17, 21	F, W, S
Traditional Games: Learn a host of traditional northern games, which emphasize balance, agility, strength and patience. Every student excels in at least a few of the games. Try out the seal kick, the snow snake, kneel jump, the muskox push and many others. There are international competitions using many of these games with participants setting world records. See how your students compare. If time permits, we teach students a number of traditional Inuit string games.	5, 6, 7, 8	17	F, W, S
Team Building Tasks: Camp Kawartha's team building program involves a series of creative problems which the group, as a team, must solve. They become more difficult as the program progresses. Tasks may involve creating the highest free standing tube tower, walking on land skis 6 students at a time, or finding a path through maze of nylon webbing without talking. These tasks demand strategic thinking, effective communication, leadership and most importantly, teamwork. Our debriefing techniques are thought provoking and engaging. We can frame the program to discuss such themes such as fostering inclusion and anti-bullying strategies.	5, 6, 7, 8	17	F, W, S

To make a booking, contact
Neil Fortin **705 652-3860** Extension **206**

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