



Wetland Friends

Level: Pre-school

PROGRAM DESCRIPTION:

This program has been designed as a hands-on introduction to wetland wildlife. Each month a different wetland animal will be featured. Students will listen to a children's tale about the animal, view slides of the animal, make a simple craft as a reminder of the animal and take a short hike out to the wetland to look for the animal and see its wetland habitat. Featured animals include: September/Loon, October/Squirrel, November/Fox, December/Deer, January/Owls, February/Bats, March/ Otters, April/Frogs, June/Ducks.

PROGRAM GOALS:

Designed to stimulate an awareness and appreciation for wildlife and their wetland habitat

PROGRAM OBJECTIVES:

1. Students will be able to identify a wetland animal.
2. Students will be able to list one thing the animal eats, and where it finds shelter.
3. Students will be able to define wetland.

PRE-VISIT SUGGESTIONS:

1. Each student should be dressed for the weather conditions, which are generally 10 degrees cooler near the Bay. Wind can be much harsher and a jacket or coat should be worn regardless of weather conditions at your school. Bring a box of trash bags with square bottoms to use as emergency rain ponchos.
2. Watch for wildlife in the schoolyard. Keep a record of what animals they see each day.
3. Discuss the term habitat and the basic survival needs for all plants and animals: food, water, shelter and space.

POST-VISIT SUGESTIONS:

1. Draw a class wet meadow mural in which each student draws a butterfly feeding upon flower nectar, caterpillars eating leaves, butterflies puddling and drinking water, and butterflies in their shelter.
2. Order painted lady butterfly chrysalis's or caterpillars from Carolina Biological Supply. Have the students record changes they see each day until metamorphosis occurs. Release the butterflies in your schoolyard or their own butterfly garden at home.
3. Project WILD: Let's Go Fly a Kite – have the students design butterfly kites; Wildlife is Everywhere – students search their environment for evidence of wildlife; Oh Deer – students play an action game where they look for food, water, shelter and space. Give it a new twist and play it as Oh Butterfly!

COORDINATING WITH THE MICHIGAN SCIENCE GRADE LEVEL CONTENT EXPECTATIONS:

Life Science. Organization of Living Things:
L.OL.06.51