

Gould Lake Outdoor Centre



ELEMENTARY PROGRAM OPTIONS **2014 – 2015**

KINDERGARTEN, GRADE 1

Primary Eco-Adventure (Pond Study and Hike)

GRADE 2

Hide and Seek (Growth and Changes in Animals and Mapping)

GRADE 3

Soiling Your Plants (Plants, Soils and Mapping)

GRADE 4

Habitats Rock (Rocks and Minerals and Species at Risk)

GRADE 5

The Avengers (Eco-Footprint & Primitive Structures)

GRADE 6

Voyageur for a Day

No 'I' in Team (North Canoe and Team Building)

No 'I' in Pond (Pond Classification and Team Building or Survival)

GRADE 7 or GRADE 8

Cache Me If You Can (GPS and Survival)

Can-You-Canoe (Introduction to Canoeing)

Lost and Found (Orienteering and Survival)

Too Cold for a Swim (Microscope and Team Building or Survival)

GRADE 8

Kayaking 101 (Kayak and Hike)

For split grade classes, the Gould Lake Outdoor Centre is able to mix and match parts of our grade-specific programs to suit your curricular needs.

For early fall and late spring, feel free to book in time for a swim. We have NLS lifeguards on staff that would be happy to supervise swimming at the beach or dock.

Please check out <http://www.gouldlake.ca> and follow the links to our school programs. We have begun to compile pre and post visit resources for our programs.

PROGRAM OUTLINES

Primary Eco-Adventure (Kindergarten, Grade 1 – Pond Study and Hike)

Minimum Supervision Requirements: Teacher + 2 Supervisors

Curriculum Reference Grade 1: Characteristics and Needs of Living Things – Science and Technology

Curriculum Reference Grade 1: Daily and Seasonal Cycles – Science and Technology

Curriculum Reference Grade 2: Growth and Changes in Animals – Science and Technology

This introductory program for primary students is highly adaptable and experience driven.

Students will be introduced to pond ecology (including food webs and life cycles). Using scoopers, magnifying glasses and picture identification charts, students will scoop and identify creatures from our diverse pond ecosystem. Once we have studied our creatures, we will release the pond life back to their habitat. We will also hike in the wilderness of Gould Lake and get students focusing on the diverse environment that surrounds them. Our instructors are knowledgeable and flexible and will choose elements of ecological interest and play games which are age and class appropriate.

Hide and Seek (Grade 2 – Growth and Changes in Animals and Mapping)

Minimum Supervision Requirements: Teacher + 2 Supervisors

Curriculum Reference Grade 2: Growth and Changes in Animals – Science and Technology

Curriculum Reference Grade 2: Canada and World Connections – Social Studies

This program will begin by focusing on growth and changes in creatures living in our pond. Students will scoop to learn the various locations, habitats and life cycles of our invertebrates. A portion of the day is based at our tepee, learning about Gould Lake's larger animals and giving students a first hand example of Aboriginal history. Students will participate in our animal treasure hunt, which gets students using a map to locate clues. Using their clues, students must determine their animal. Students will also get an opportunity to be involved in a show and tell of animal furs, and skulls, make animal track castings and go for a hike focused on Gould Lake's animal habitats.

Soiling Your Plants (Grade 3 – Plant, Soils and Mapping)

Minimum Supervision Requirements: Teacher + 2 Supervisors

Curriculum Reference: Growth and Changes in Plants – Science and Technology

Curriculum Reference: Soils in the Environment – Science and Technology

Curriculum Reference: Visual Arts – The Arts

This curriculum driven program takes students on a hike of the Gould Lake Canadian Shield to identify and see how different features of plants help them to survive. Students will observe and investigate a wide variety of local plants, from trees to mosses in their natural environment. Students will also collect and study various Canadian Shield soils. Investigations will include: determining soil composition, permeability, appropriate use, organisms living within the soil, and the importance of soil within an ecosystem. Students will learn to draw maps and take part in an outside treasure hunt as well as make clay sculptures, if time permits.

Habitats Rock (Grade 4 – Rocks and Minerals and Species at Risk)

Minimum Supervision Requirements: Teacher + 2 Supervisors

Curriculum Reference: Habitats and Communities – Science and Technology

Curriculum Reference: Rocks, Minerals and Erosion– Science and Technology

At Gould Lake, mica and apatite mining was a big industry in the early 1900s, leaving plenty of mines and minerals for students to sample. Our instructors will lead the class on a hike to the various mines, where students will have a chance to search for their own specimens to test and identify. They can classify the various minerals within the Canadian Shield, distinguish between rocks and minerals, and see evidence of the rock cycle in action. Students will also have the chance to take on the role of a *Species at Risk* (animal), or an *Enemy* (habitat loss, over harvester, pollution, climate change or invasive species) or the *Wildlife Officer* who tries to sway the ecosystem's balance in our Species at Risk Game.

The Avengers (Grade 5 – Eco-Footprint and Primitive Structures)

Minimum Supervision Requirements: Teacher + 1 Supervisor

Curriculum Reference: Conservation of Energy and Resources – Science and Technology

Curriculum Reference: Forces Acting on Structures and Mechanisms – Science and Technology

Curriculum Reference: Health and Physical Education

This program focuses on the past and present eco-footprint humans have made. Students will learn how to make small shelters from the natural surroundings that are able to withstand a direct force. They will also learn primitive fire-making techniques such as flint and steel or bow and drill. In doing so, students will understand the energy required to make a simple fire using these techniques. A portion of the day is based at our tepee, giving students a first hand example of Aboriginal history and one example of an early structure. Students will participate in activities that directly relate to the consumption of energy (electricity, water) and how to reduce our eco-footprint. Activities include making a beaver dam, playing an invasive species game and a water usage game.

Voyageur for a Day (Grade 6)

Minimum Supervision Requirements: Teacher + 1 Supervisor (*please see note below)

- Due to capacity of our two North Canoes, we can only accommodate a field trip roster of 28 people (including students, teachers and supervisors) or less.
- If this is going to be an issue for your class, please contact our office.

Curriculum Reference: Social Studies

This program has students learning about the life of the Voyageur, native culture and history. Students will learn to paddle the 24-foot North Canoe. They will paddle down Gould Lake to see if they can live up to the expectations of a voyageur. At our voyageur trading post, students will bake bannock on an open fire and play a game to introduce them to the concept of fur trading. A practical and fun program that makes Canadian history come alive.

No 'I' in Team (Grade 6 – North Canoe and Team Building)

Minimum Supervision Requirements: Teacher + 1 Supervisor (*please see note below)

- Due to capacity of our two North Canoes, we can only accommodate a field trip roster of 28 people (including students, teachers and supervisors) or less.
- If this is going to be an issue for your class, please contact our office.

Curriculum Reference: Social Studies

Curriculum Reference: Health and Physical Education

This program focuses on your class working as a team. For part of the day, students will learn to paddle our 24-foot North Canoes, where paddling in unison is a must. We will take a paddle down Gould Lake to challenge their paddling abilities. The remainder of the day will be filled with a progression of initiative and group problem solving activities which require students to work together as a team and concentrate on group participation. Our instructors will tailor the program to your class. We have a wide range of activities from very demanding group challenges to games of low organization. Possible activities can include: Sword in the Stone, Jamaican Bobsled, Dead Ant Tag, Birthday Line-up, The Rope Swing, Ice Wall, Land Skis, etc . . . This is a great afternoon of fun!

No 'I' in Pond (Grade 6 – Pond Classification and Team Building or Survival)

Minimum Supervision Requirements: Teacher + 1 Supervisor

Curriculum Reference: Diversity of Living Things – Science and Technology

Curriculum Reference: Health and Physical Education

This program will provide an opportunity for students to go to a pond, scoop and identify creatures from the diverse pond ecosystem. This program will have a focus on the process of classification.

As in the "No I in Team" program, a portion of the program focuses on initiative and group problem solving activities which require students to work together as a team and concentrate on group participation. Our instructors will tailor the program to your class. We have a wide range of activities from very demanding group challenges to games of low organization. Possible activities may include: Sword in the Stone, Jamaican Bobsled, Dead Ant Tag, Birthday Line-up, The Gauntlet, Land Skis, etc . . . OR . . . after discussing how "real life" survival situations occur every minute of every day in nature (with no timeouts!), students will become carnivores, omnivores and herbivores dealing with disease, a poacher and fire. They simulate real life food web situations in our special "Survival Area" in a fun and energetic game. This is a student favourite!

Cache Me If You Can (Grade 7 and Grade 8 – GPS and Survival)

Minimum Supervision Requirements: Teacher + 1 Supervisor

Curriculum Reference: Social Science

Curriculum Reference: Interactions within Ecosystems – Science and Technology

This program is an introduction to GPS. Students will learn the basics of using a GPS receiver. They work together in groups of 2 and learn how to navigate using a GPS unit by participating in a trivia course and then advancing their skills to navigate around a wilderness course which simulates a geo-caching activity. The students enjoy learning the pros and cons of the technology behind GPS, and find it both interesting and challenging. In the Survival game, after discussing how "real life" survival situations occur every minute of every day in nature (with no timeouts!); students will become carnivores, omnivores and herbivores dealing with disease, a poacher and fire. They simulate real life food web situations in our special "Survival Area" in a fun and energetic game. This is a student favourite!

Can-You-Canoe (Grade 7 and Grade 8 – Introduction to Canoeing)

Minimum Supervision Requirements: Teacher + 1 Supervisor

Curriculum Reference: Health and Physical Education

Upon arrival, our instructors will be fitting the students with PFDs and paddles, introducing canoe strokes, carries and canoe safety. Without further ado, students are taken onto the lake to practice their skills. Before noon, students collect their lunches and belongings and head out for a trip down the lake to a lunch spot. After lunch, they are able to continue the canoe trip to other parts of the lake, or they may play canoe games that are sure to please all students.

***If your students want to swim during the day, please ensure you have included this on the student permission form. We have staff with the necessary certification so students can swim.**

Lost and Found (Grade 7 and Grade 8 – Orienteering and Survival)

Minimum Supervision Requirements: Teacher

Curriculum Reference: Social Science

Curriculum Reference: Interactions within Ecosystems – Science and Technology

This program is a combination of orienteering and our "Survival" habitat game. Using a progression of lessons, students learn orienteering fundamentals very quickly and enjoy the challenge of completing our various courses. Our outside courses range from beginner to advanced and our instructors can provide a program tailor made to suit your class. Other options include map drawing, compass use and team orienteering. In the Survival game, after discussing how "real life" survival situations occur every minute of every day in nature (with no timeouts!), students will become carnivores, omnivores and herbivores dealing with disease, a poacher and fire. They simulate real life food web situations in our special "Survival Area" in a fun and energetic game. This is a student favourite!

Too Cold for a Swim (Grade 7 and Grade 8 – Microscope and Team Building or Survival)

Minimum Supervision Requirements: Teacher

Curriculum reference: Cells – Science and Technology

Curriculum Reference: Health and Physical Education

Curriculum Reference: Interactions within Ecosystems – Science and Technology

The morning begins with a lesson on the parts of the microscope and how to make slides using live specimens. Students use our "special" scoopers down at the lake to retrieve algae as well as a whole ecosystem of single and multi-celled animals (zoo plankton) which they investigate under the microscopes. They will have an opportunity to identify and make detailed scientific drawings of plant and animal organelles. The afternoon will be focused on initiative games and group problem solving activities which require students to work together as a team and concentrate on group participation. Our instructors will tailor the program to your class. We have a wide range of activities from very demanding group challenges to games of low organization. Possible games and activities can include: Sword in the Stone, Jamaican Bobsled, Dead Ant Tag, Birthday Line-up, The Gauntlet, Land Skis, etc . . . OR . . . after discussing how "real life" survival situations occur every minute of every day in nature (with no timeouts!), students will become carnivores, omnivores and herbivores dealing with disease, a poacher and fire. They simulate real life food web situations in our special "Survival Area" in a fun and energetic game. This is a student favourite!

Kayaking 101 (Grade 8 – Kayak and Hike)

Minimum Supervision Requirements: Teacher + 1 Supervisor

Curriculum Reference: Health and Physical Education

Upon arrival, our instructors will be fitting the students with PFDs and paddles, introducing kayak strokes, carries and kayak safety. Without further ado, half of the students are taken onto the lake to practice their skills, play games and paddle to the lunch spot. The other half of the class will go on a hike to the lunch spot down the lake. After lunch, the groups will switch and those who haven't kayaked will do so. The kayaks that students use are very stable and if students happen to tip over, safe exiting of the kayak is easy. No spray skirts are worn. Students must have sturdy footwear for the hiking portion of the day (no flip-flops please). It is recommended that students bring a change of dry clothes for the end of the day as the drips from their kayak paddle will get them wet.

***If your students want to swim during the day, please ensure you have included this on the student permission form. We have staff with the necessary certification so students can swim.**