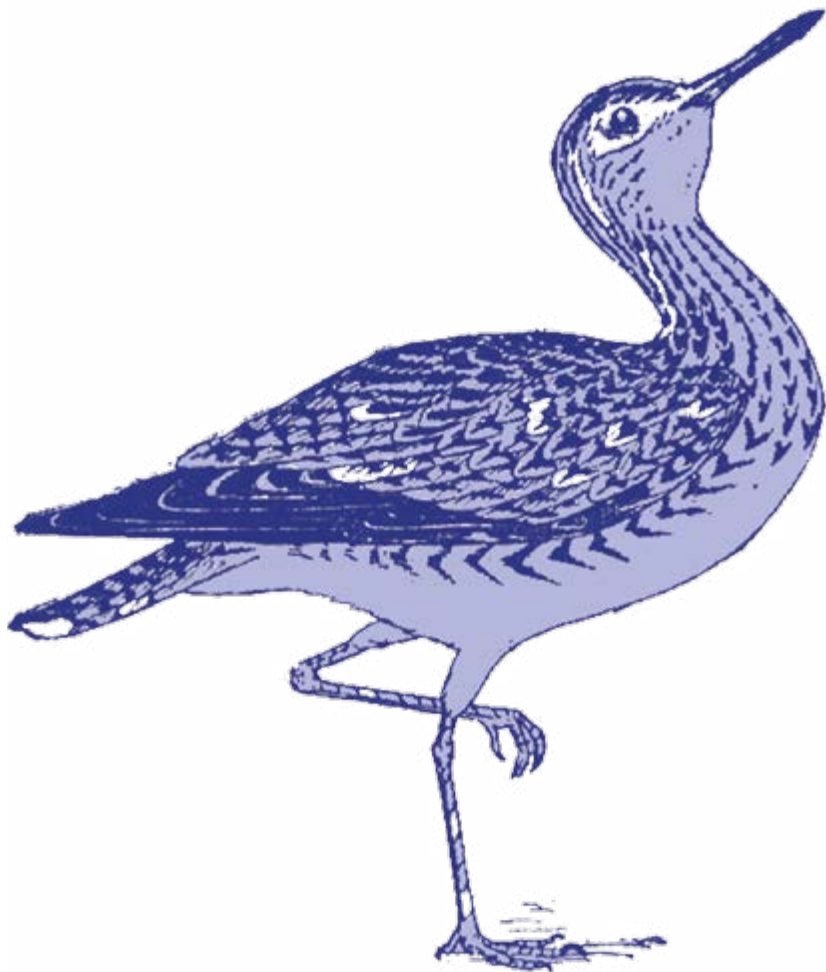


LAKE ERIE METROPARK  
MARSHLANDS MUSEUM &  
NATURE CENTER



SCHOOL PROGRAMS



## GETTING STARTED

Group reservations can be made by calling 734-379-5020 EXT 6836 between 7 a.m. and 5 p.m. All reservations must be made at least two weeks in advance.

To schedule a program, have the following information ready:

- date and time you would like to visit
- number of children
- activities you would like to schedule
- school address, email address and phone number

## COST

### IN-PARK

Programs are \$2 per student per hour, \$30 minimum per group.

### EDVENTURE

*These programs are at your school.*

Cost is \$75 for the first program, \$50 for additional programs the same day. There is a maximum of four programs per day, with 30 students per program (*subject to change due to topic choice*).

## FROG FUN

**PRESCHOOL** · This is an introduction to some of the plants and animals found in a marsh (Marsh Menagerie) with special attention to frogs. Touch a real frog, try some frog dress-up and finish with a make-and-take a frog mask. We offer a version for 3-year-olds, with a simpler craft, upon request.

*FOCUS: basic needs · observable traits · food webs · adaptations · life cycles*

## CONFIRMATION

A confirmation email, chaperone information and a map will be sent after you schedule an appointment.

## GENERAL INFORMATION

- Programs are generally one-hour presentations, starting between 10 a.m. and 4 p.m.
- Optimum group size is “one classroom” (up to 30 children). Large groups will need to be split with an alternative activity planned (such as our museum hunt or teacher-led trail walk). Multiple groups can plan on consecutive one-hour classroom presentations.
- Teachers can choose a selection from a “nearby” grade category (we can adapt to appropriate level), or if you contact us ahead of time, we can design a program to fit your needs.
- Please note: we can adapt most programs for a road trip to your school if our schedule allows.

## CONTENT EXPECTATIONS

All programs meet the Michigan Grade Level Content Expectations (GLCE) and Common Core standards.

## GOING BUGGY

**KINDERGARTEN** · This is an introduction to some of the basic marsh plants and animals (Marsh Menagerie) with special attention to the many kinds of insects found here. Watch a short “See How They Grow” damselfly video, try insect dress-up, and create a make-and-take dragonfly mask.

*FOCUS: basic needs · observable traits · food webs · adaptations · life cycles*

## FURRY FRIENDS

1<sup>ST</sup> GRADE · This is a re-introduction to marsh plants and animals (Marsh Menagerie), with special attention on mammals such as muskrat, mink, opossum and raccoon. Native name game, Raccoon Mystery Bag activity and make-and-take track bookmarks are included.

*FOCUS: basic needs · adaptations · life cycles · characteristics*

## FEATHERED FRIENDS

2<sup>ND</sup> GRADE · This is a re-introduction to the marsh plants and animals (Marsh Menagerie) with special attention on bird adaptations – beaks and feet. Play the “Sounds like” game and create a make-and-take Egret mask.

*FOCUS: basic needs · observable traits · adaptations · life cycles · characteristics*

## HOME SWEET HABITAT

2<sup>ND</sup> GRADE · Explore the wet ‘n wild world of the coastal marsh. Discover the plants and animals that live here through specimens and live examples. Build a marsh food web in which every student plays a part.

*FOCUS: habitats · food webs · ecosystems · adaptations*

## GREEN SCENE

2<sup>ND</sup> GRADE · Get to know plants through their leaves, flowers and seeds and discover why life would be impossible without them. Make a maple seed copter flier and send it on its maiden flight.

*FOCUS: plant characteristics · life cycles · adaptations · water*

## WOODLAND INDIAN WAYS

3<sup>RD</sup> GRADE · Discover the lifeways of the Woodland Indians as they were a thousand years ago. What did they wear? What did they eat? What kinds of pets did they have? Make a craft version of a bark container called a “Makuk” and let’s pound some corn!

*FOCUS: Michigan history · human impacts on nature · natural resources*

## SCALES & SLIME

3<sup>RD</sup> GRADE · Frogs, salamanders, turtles and snakes are the cold-blooded subject of this program. Learn about protective colors, food habits and what it takes to be a reptile or amphibian. Enjoy “hands-on” activity with the real thing.

*FOCUS: observable traits · adaptations · life cycles · characteristics*

## EAT OR BE EATEN

4<sup>TH</sup> GRADE · Discover the marshland world of predator and prey. Skulls, mounts, furs and a few live critters introduce animal adaptations, especially those relating to predators and their prey. Junk pile activity enables students to “build” their own predator.

*FOCUS: predator/prey · adaptations · life requirements · producer, consumer, decomposer*

## PEOPLE & THEIR PLACES

5<sup>TH</sup> GRADE · Investigate actual artifacts, do some dress-up and learn about the lifeways of those who were here long before us. Lessons include resource use and environmental change, and local Michigan history with a bit of role playing. Choose between “War of 1812 Soldier” and “Fur Trade Era.”

*FOCUS: Michigan history · natural resources · characteristics · traits*

## WATER INVESTIGATIONS

5<sup>TH</sup> GRADE · Look in detail at the underwater world of the marsh through aquatic sampling to discover micro-invertebrates, plants and fish. This is an outside program with inside ability if weather isn’t cooperative.

*FOCUS: adaptations · habitats · ecosystems · life cycles · food webs*



## LAKE ERIE METROPARK

32481 West Jefferson Avenue · Brownstown, MI 48173  
734-379-5020  
[metroparks.com](http://metroparks.com)

