

WILDLIFE

A Bug's Life *(K-5, fall & spring only)*

From zooming through the air to crawling through the grass, insects are the most numerous group of animals on earth. Explore the life cycles of insects, how they are classified by scientists, and their role within an ecosystem.

Animal Habitats *(K-3 only)*

Just like you, animals need a place to eat, drink, sleep and live. Investigate numerous habitats through active discovery in the woods, role playing and hands-on activities.

Animal Signs *(grades 3 and up)*

Animal signs are a picture; a moment in an animal's day. Discover the basics of tracking and investigate clues to solve a variety of animal sign mysteries.

Bird Basics and Beyond

All birds have some basic features in common, but it is their unique design and features that allows them to survive in every habitat on earth. Explore bird characteristics, biology, and simple field identification techniques.

Creek Creatures *(fall & spring only)*

The survival of a whole world of under-water life depends on how we care for our lakes, rivers and streams. Collect and identify macroinvertebrates in order to better understand the importance of water quality in this hands-on class.

Creepy Crawly Creatures *(fall & spring only)*

Breathing and drinking through their skin, the presence of MN amphibians, can give us clues about the health of the environment. Become herpetologists in this class! Experience the creepy, crawly and often misunderstood world of reptiles and amphibians.

Ecosystem Engineers *(grades K - 6, fall & spring only)*

Like you build with Lincoln Logs or Legos, beavers build with trees to radically change their environment and create their home. Engineer your own beaver dam and lodge in this class and explore the physical adaptations of these smart and saavy mammals.

Fish Function *(grades 4 and up, fall & spring only)*

Eat or be eaten; your adaptations as a fish make all the difference in your survival. Explore how Minnesota native fish function and are functional through interactive observation, discussion, and activities. We will go fishing on Grindstone Lake at the end of class! *Participants over age 16 must have a valid MN Fishing License.*

Minnesota Mammals *(grades 2 - 4 only)*

All mammals have two things in common, but what makes them different determines where they live and what they eat. Determine what makes a mammal a mammal and learn more about some of your favorite MN Mammals.

Predator & Prey Relationships *(grades 4 and up)*

For an animal, life and death hinges on their instincts and abilities. Experience life as a hunter or the hunted through a high energy games. Become acutely aware of the adaptations and strategies that are necessary for animals to survive in the wild.

Wolves of the North Woods

Wolves live a fine line between life and death; their survival is determined by their abilities and behaviors. Step into a wolf biologist's role to learn more about wolf pack structure, behavior and adaptations using scientific tools and methods, such as radio telemetry.

ECOLOGY

Forests

- *Forest Flow (grades 3 - 6)* - Through the death of a tree in the forest, resources are now available for new life to begin. Discover the interconnectedness of a forest ecosystem by constructing food chains, investigating decomposing logs, and conceptualizing decomposers' role in a forest ecosystem.
- *Forest Stories (grades 7 and up)* - Every forest has a story, and that story can shape how care for and manage a forest ecosystem. From a forest manager's perspective, consider the factors that limit a forest's health, the biodiversity that can strengthen it, and the often tough decisions that are made to manage it.
- *Maple Syruping (March & early April only)* - For thousands of years, spring warmth has resulted in a sweet treat from the sap of maple trees. Visit our sugar bush, tap a tree, collect sap and taste pure maple syrup.
- *To Be A Tree (K-2 only)* - Just like our bodies, a tree has many parts that function together to help the tree grow and become strong. Become a tree and experience the role each part of a tree plays.

Lake Layers *(grades 5 and up, fall & spring only)*

The properties of water allow life to survive in a lake. Explore the basic components of lake function and collect hands-on data from Grindstone Lake.

Renewable Energy S.T.E.M. Class Options

(Grades 4 & up) See how the Audubon Center harnesses natural resources to power buildings and turns food waste into soil!

- *Clean, Green Energy Solutions...coming in fall 2017*
- *Solar Power... coming in fall 2017*
- *Wind Power - From the pumping of water, to the milling of grain, to the generation of electricity, the design of windmills has changed over hundreds of years. Analyze windmill blade design through observation and experimentation, and then engineer a functioning windmill.*

STEWARDSHIP

We have stewardship and career path discovery in the following areas for high school students. Please contact us to learn more.

- *Adventure Education and Maintenance*
- *Culinary Arts*
- *Gardening and Grounds Maintenance*
- *Wildlife Care and Husbandry*

CULTURAL HISTORY

Nature Journaling

Just like you might keep a diary or journal, Naturalists and Scientists keep journals to record their nature observations and investigations. Review a variety of examples of nature journaling styles and entries and then create a nature journal of your own.

Ojibwe Hike

Ojibwe culture and traditions are a rich part of Minnesota's history. Through games, stories, and sensory experiences, students will learn about a culture intimately linked with nature for survival.

Quillwork *(grades 5 and up)*

Instead of yarn and thread, Ojibwe people use porcupine quills and birch bark for their crafts. Create and take home a birch medallion decorated with real porcupine quills.

Twining & Shell Ornaments *(grades 5 and up)* When we need twine or rope we go to the store. Before stores existed where did Ojibwe people get their twine? Make a piece of twine and fashion a mussel shell to decorate it.

ADVENTURE EDUCATION

Archery *(grades 4 & up; fall & spring only)*

Over the last thousand years, the purpose of Archery and the equipment has gradually changed and modernized for hunting and sport. Experience the ancient art of atlatl throwing, and then sharpen your skills at the archery range.

Canoeing *(grades 9 & up; requires 2 adults, fall & spring only)*

The art of paddling is more than sticking a paddle in the water. Discover the art of paddling using the forward stroke, c-stroke and j-stroke. Work together in the bow and stern to practice your new skills on beautiful Grindstone Lake.

Climbing Wall

Whether climbing a real rock face or an indoor wall, there is a challenge for everyone. Experience bouldering and top rope climbing on our indoor rock wall! Teamwork and goal-setting will be emphasized during this challenging sport.

Cross Country Skiing *(grades 4 and up; Winter only)*

Different cultures have responded in different ways to the necessity of traveling in deep snow. Experience the rich history of this 5,000 year old activity on quiet, snow covered trails.

High Ropes Course *(grades 5 and up; requires 3 adults)*

The world looks different from a bird's eye view; challenge yourself to climb high and to be brave as you soar to new heights. ACNW's high ropes course a fun zip-line ride at the end of the course.

Orienteering *(grades 4 and up)*

With only two tools you can navigate an unfamiliar environment. Use a compass and your own two feet to navigate ACNW's orienteering course using techniques like pacing, leapfrogging and land-marking.

Survivor

You can survive three weeks without food, three days without water, three hours without heat, but the first key to survival happens within the first three seconds. Build a shelter and a fire with a team, and recognize that teamwork is also an important factor in survival.

Teambuilding

- *Total Team - Just as you can't seesaw by yourself, there are many challenges in life that will be easier and more fun with a team. Solve problems and overcome obstacles as a team by striving for improved caring, communication, and cooperation.*
- *Low Ropes (grades 4 & up) - Off the ground elements provide an extra set of challenges in this teambuilding class.*

NATURALIST EVENING PROGRAMS

Leap, Creep, Slither (*grades K-5, not recommended if taking Creepy, Crawly Creatures*)

From water, to land, to trees, reptiles and amphibians have special abilities that help them survive.

Minnesota Wildlife

Meet three native animals of Minnesota and explore their habitats, diet, and adaptations for survival.

North Woods Niches

Different species have specific adaptations to their environment. Move through the levels of the forest, starting from the ground up!

Raptors

- *Hunting From on High* (K-2 only) ... Raptors, also called birds of prey, have unique features called adaptations that make them excellent hunters. Meet three of our birds!
- *Through Stories* (K-2 only) ... By reading aloud books featuring birds of prey, students will hear new stories as well as meet live raptors!
- *By Family* ... Meet live birds of prey from three different families, while learning about the adaptations of these birds that make them successful hunters and fliers.
- *Silent Hunters* ... Meet native Minnesota owls while exploring the unique adaptations and perceptions they have.
- *Of Raptors & Men* ... What is falconry? When and where did it start? Learn the answers to all these questions and more while meeting live birds of prey.
- *Endangered* ... Meet our live raptors and learn how to classify species as well as how to help prevent animals from going extinct.

Stargazing Stories

 (*Winter only*)

Throughout history, cultures from around the world have looked at the same stars to make meaning of their lives.

Voyageurs & the Fur Trade

 (*grades K-8*)

Meet “live” voyageurs who share stories of their lives during the fur trade era. Students will learn history through storytelling and role-playing.

Wolves in our World

 (*Grades 3 and up*)

(not recommended if taking *Wolves of the North Woods*)
Today and throughout history, wolves have been viewed as a threat to humans; but is this really the case?

Trip Tip: Unless otherwise indicated, classes are available to any age group.

Our staff will maximize the learning based on each individual group of students – taking into consideration their age and interests. More detailed descriptions and academic standards for each class can be found on our website.

As always, don't hesitate to contact our education team at any point to have your questions answered!

SELF-LED EVENING ACTIVITIES

Campfire

Gather around one of three fire pits on our main campus. This is a perfect end-of-trip experience for your group to appreciate the beauty of the night at the Audubon Center. If you desire s'mores supplies, please indicate so on your Snack Request Form or feel free to bring your own.

Nature Scavenger Hunt

Become acquainted with the Audubon Center of the North Woods through a list of activities and challenges. These will test the group's communication skills, cooperation, mathematical skills, and problem solving.

Night Hike

See the Audubon Center in a whole new light – with no lights! Enjoy the evening skies with your group by utilizing our trails to open up students' curiosity and maybe get over some fears. Ask your liaison or any staff member for their favorite trail to hike at night.

Invent Your Own!

The possibilities are endless... Please let us know if we can help you brainstorm any other activities.