



Playcard Environmental Education Center Pre-visit Information Sheet
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Playcard Pre-visit Information Sheet

Kindergarten: Nature Patterns

K Nature Patterns

Life Cycles, animal characteristics with parents, plant and animal characteristics and patterns of feeding and development, animal needs, soil characteristics, soil sorting, scavenger hunts, seasonal changes, weather patterns, sinking/floating, water flow investigations, animal/plant collections, humans impact upon the earth, recycling. (KLS 1-1, ESS2-1, ESS3-1)

Program Description: Nature Patterns (Seasons, Animal/Plant Needs, Weather, Human Impacts)

The seasons bring many changes to the natural world. Explore these changes in Spring, Autumn, Summer, and Winter along woodland trails and by a beaver pond. On this inquiry-based nature walk, students will compare living and non-living things by seeing, hearing, smelling, and touching objects from nature. Students will investigate the outdoors through the eyes of a Naturalist. The main focus of the program is to allow students to explore, observe, and collect objects from the habitats of Playcard. The habitats range from a Hardwood forest, Black-water swamp, and a primary successional field. Students will be challenged to use their senses to learn about the natural world. Recycling will be emphasized immediately following lunch to reduce human impact on ecosystems.

Vocabulary (The following words will be used in your program. If possible, please investigate their definitions.)

[Animal](#)
[Naturalist](#)

[Plant](#)
[Living](#)

[Seasons](#)
[Recycling](#)

[Nature](#)
[Pattern](#)

[Senses](#)
[Nonliving](#)

[Habitat](#)

Preparing for your Visit

1. Please encourage students to wear clothing appropriate for the weather conditions and be ready to explore nature with all their senses.
2. CHAPERONES: Students should have a 1 adult for every 5 students. This is not a requirement, but does add to the program significantly.
3. Please bring ONE 1 GALLON SIZED ZIPLOCK BAG PER STUDENT for collections.

Post Visit Activity

As an assessment, each grade level is encouraged to create a learning, “feedback” project. These projects may be any appropriate feedback method as prescribed by the teacher. Some examples are, letters of what the students learned with drawings and/or photographs of the experience, learning logs, journals, projects (i.e. a bug collection, leaf collection, copy of presentation, etc.)

Digital post-visit. [Inaturalist](#) can be downloaded and used to identify 2 species (just take a pic and upload) by the teacher and then the group can go on an eco adventure around your school yard to see what lives there by taking pictures and identifying them.