Take A Walk on the Wildside
Outdoor Science Program
1st Grade
Curriculum Standards/Activity

Lessons: **Earth Science** **Life Science** **Physical Science** ETS	Grade	State ID NGSS TASS	Description	Standard
Patterns in the sky	1	1.ESS1	Observation of day patterns	*Use models of sun, moon, stars, to describe patterns that can be predicted. *Analyze data to predict patterns btw sunrise, sunset and the changes of seasons
Cloud ID	1	1.ESS1	Cloud formation, ID	*Use models of sun, moon, stars, to describe patterns that can be predicted. *Analyze data to predict patterns btw sunrise, sunset and the changes of seasons
Shadows of Time	1	1.ESS1	Engineering a Sun clock	*Use models of sun, moon, stars, to describe patterns that can be predicted. *Analyze data to predict patterns btw sunrise, sunset and the changes of seasons
Planetary Purpose	1	1.ESS1	Study of planetary models	*Use models of sun, moon, stars, to describe patterns that can be predicted. *Analyze data to predict patterns btw sunrise, sunset and the changes of seasons
Canufindme	1	1.LS1	Scavenger hunt of matching pictures with plant/animal life	*Recognize the structure of plants *Describe the function of plants *Illustrate/summarize the life cycle of plants *Analyze/interpret data from observations to describe the effect of the environment.
Forestry	1	1.LS1 1.LS2	Using a nature hike to observe natural habitats/functions of plants/animals.	*Recognize the structure of plants *Describe the function of plants *Illustrate/summarize the life cycle of plants *Analyze/interpret data from observations to describe the effect of the environment.
Parts is Parts	1	1.LS1	Dissecting plants to discover characteristics of plants	*Using information from observations to identify differences between plants/animals *show how plants depend on air, water, minerals, lights.
Thicket Game	1	1.LS2	Interaction btw plant/animal	*Using information from observations to identify differences between plants/animals and how they interact *show how plants depend on air, water, minerals, lights
Food Web	1	1.LS2	A game showing interactions and dependence	*Using information from observations to identify differences between plants/animals and how they interact *show how plants depend on air, water, minerals, lights
Hungry Caterpillar	1	1.LS2	Reenactment of the story	*Relationships btw. Basic needs of different plants/animals- the places they live.

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Monarch Habitat & Migration	1	1.LS2	(Seasonal) study of butterflies and their life cycle	*Using information from observations to identify differences between plants/animals and how they interact *show how plant/animals depend on air, water, minerals, lights
The thing about Bees…	1	1.LS2	Study of Honey bees (seasonal)	*Using information from observations to identify differences between plants/animals and how they interact *show how plants depend on air, water, minerals, lights
@Home w/Ants & Bats	1	1.LS2	Study and crafts with ants and bats	*Using information from observations to identify differences between plants/animals and how they interact *show how plants depend on air, water, minerals, lights
Pollinator Free Sundae	1	1.LS2	Creating a pollinator sundae	*Using information from observations to identify differences between plants/animals and how they interact *show how plants depend on air, water, minerals, lights
Sunlight warms the Earth	1	1.PS3	Experiments w/ melting various objects	*Observations to determine how sunlight warms earth's elements.
Lights & Sounds	1	1.P23	Experiment with how light and sound effect us	*Use appropriate tools to make observations
Opaque vs Refraction	1	1.PS2 1.PS3	Determine effect light has on various objects	*Observations to determine how sunlight warms earth's elements. *Use appropriate tools to make observations
Jenga Tower	1	1.ETS1 1.ETS2	Use appropriate tools. Describe various objects and create a structure	*Solve scientific problems, making short/long term observations *Use appropriate tools
Global Scavengers	1	1.ETS1 1.ETS2	Use appropriate tools. Describe various objects and create a structure	*Solve scientific problems, making short/long term observations *Use appropriate tools
Slinky Springs	1	1.ETS1 1.ETS2	Use appropriate tools. Describe various objects and create a structure	*Solve scientific problems, making short/long term observations *Use appropriate tools