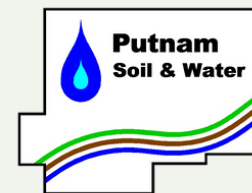


# GRADE 1

# Education Programs



## Ohio Standards

1.LS.1 Living things have basic needs, which are met by obtaining materials from the physical environment.

1.LS.2 Living things survive only in environments that meet their needs.

### Soil Buddies

We will do a short review about what living things are and what they need to grow and survive including the differences of some animals over others. We will have a little quiz and compare a few different animals with one another considering living and non-living parts of the ecosystem. We will identify the needs of the seeds we will be using and then make soil buddies. We will be using panty hose, seeds, soil, and puffy paints.

### Bird Feeder Frenzy

We will learn a little about common birds seen at feeders. We will focus on environmental needs of each focusing on specific species like Woodpeckers, Cardinals, Hummingbirds, Goldfinches and Orioles. Students will play a game together matching birds/feeders/food. We will also touch base on 2 invasive birds and how to identify and keep them away from our feeders. Students will then pair up to design a feeder using recycled materials. After the design period, we will look at some feeder designs on the market to help meet the needs of specific birds and those that deter pests.

### Web of Life (Sharing Nature with Children by Joseph Cornell)

Students will become a part of the ecosystem and find out how important each part is to the survival of the whole. We will first talk about what energy is and where each living thing in the environment gets it. After the activity we will talk about what happened and why.

### Oh Deer! (Project Wild)

Students play a game and become either a part of the environment or a herd of deer (also called a bunch, mob, parcel, or ragale). Through a series of events, students easily see how the resources in the environment effect the deer population and vice versa. This is a very active game and will need an outdoor space or 15 minutes or so in the gym. The teacher will keep track of the deer population from one round to the next. After the game we will debrief together what happened and why. If time allows we will put a graph on the board.

Each program is designed to be about 40 minutes long and can be geared toward any education level. All programming is FREE. Contact Bonnie Brooks at [bonnie.brooks@putnamcountyohio.gov](mailto:bonnie.brooks@putnamcountyohio.gov) or 419-523-5159 to schedule.