

1ST GRADE BIOMIMICRY FIELD TRIP

SIOUX COUNTY CONSERVATION BOARD

PRAIRIE WOODS NATURE CENTER

What students should

bring:

Tennis shoes or hiking boots

Water bottle for drinking water
(optional)

Weather-appropriate clothing

What teachers should

bring:

First aid kit, Kleenex, hand
sanitizer

One or more adult for every
6-10 children

Sunscreen/bug spray (optional)

Contact for scheduling:
Assistant Director/
Environmental Education
Coordinator
Sunday Ford

Field trip leaders
Sunday Ford
sundayf@siouxcounty.org
712/551-6780
Sarah Davelaar
sarahd@siouxcounty.org
712/551-6715

Field Trip Overview

Let's get creative as we start to investigate our natural world and find solutions to human problems by using animal and plant adaptation secrets.

Suggested Field Trip Itinerary

9:30am Arrive at Prairie Woods Nature Center, gather outdoors for hike. **OR** Use east student entrance and head to basement classroom to get organized.

9:30am-11:00 Divide into groups of 6-10 for hike, with one adult assigned to each group. Hike at Oak Grove Park.

11:00-11:45 Lunch and free time in campground.

12:00 Gather in basement classroom, divide into 20-minute stations.

Station ideas are: Plant Exploration, Matching Nature Item to Human Use, Be An Engineer, Exhibits

12:15-12:35

12:40-1:00

1:05-1:25

1:30-1:50

2:00-2:30 live animals or game and clean classroom



Standards met by this field trip on next page.

Iowa Core and NGSS met by this Field Trip

1-LS1-1 Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.

Activity: Our nature hike will be a search for items in nature that “reminds us” of things we use in our lives as humans.

Activity: During one of our stations, we will examine different types of plants and answer questions about the function of their parts.

Activity: During a station, students will have a collection of items from nature that they will need to match to items humans have invented for our human needs

Activity: During a station, students will get to be the engineer behind a new human made item in order to solve a problem. This solution will be based off of animal and plant designs.

Note: this does not include the many standards met in the professionally designed exhibits, which were designed around NGSS.