

# Tk/Kindergarten: Migration and Animal Travel

## SIOUX COUNTY CONSERVATION BOARD PRAIRIE WOODS NATURE CENTER

### What students should bring:

Sack Lunch

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 5-6 children

Sunscreen/bug spray (optional)

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

Field trip leaders  
Sunday Ford  
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### Field Trip Overview

Dive deeper into migration and animal travel by finding animal trails, turn your class into migrating geese, and learn the dangers facing migrating birds first hand!

### 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 5-6 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: Canada Goose Activity, Investigate Feathers, Migration Headache Game, Bird Zip Line, Exhibits

**12:15-12:35**

**12:40-1:00**

**1:05-1:25**

**1:30-1:50**

**2:00-2:30** live animals to highlight animal coverings



## Iowa Core and NGSS met by this Field Trip

**K-PS2-1 Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.**

**Activity:** The Canada Goose activity gives students first-hand knowledge of the effect the wind has on geese as they migrate in flocks.

**Activity:** Students will experiment with different kinds of feathers to experience the use of feathers in flight, landing, and warmth.

**K-LS1-1 Use observations to describe patterns of what plants and animals (including humans) need to survive.**

**Activity:** The migration headache game gives students an understanding of the needs of animals to survive during migration.

**K-PS2-2 Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.**

**Activity:** Students will help build a zip line of common birds and test the design to improve the speed and efficiency of the zip line.

\*standard partially met

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