Day Program Options

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SCIENCE-BASED PROGRAMS

Herpetology (1 OR 2 Hour Program): One of our most popular classes! Students will have an opportunity to touch, observe and learn about reptiles and amphibians native to Alabama. Many misconceptions about these animals will be discussed and students will see how beneficial they are to our natural world. The 1 hour program will draw distinction between reptiles and amphibians, but all live animals met will be reptiles.

Out on a Limb (1 OR 2 Hour Program): Join us for an in-depth look at our forest ecosystem. The focus of this class will be to explore the forest floor, learn to identify some of our common native trees to Alabama, and learn about the process of decomposition on the forest floor. Students will also enjoy a hike through seldom seen areas of the Center. We recommend this as a 1 hour program for 3rd grade and younger.

Something’s Fishy (1 OR 2 Hour Program): We will use this opportunity to take a closer look at the largest group of vertebrates in the world. Habitat variations and unique adaptations will be examined as well as getting the opportunity to go fishing. Perch dissections can also be conducted for a nominal cost. Contact the CRSS Staff to inquire about dissection opportunities with your group. We recommend this as a 1 hour program for groups choosing not to dissect or with 4th grade and younger.

What’s Buggin’ You (1 OR 2 Hour Program): This class introduces students to the diverse and fascinating world of insects through hands-on exploration and activities designed to examine insect adaptations and behaviors. Students will learn to see the world through the eyes of bugs and better understand their vital role in our environment. We recommend this as a 1 hour program for 4th grade and younger.

Friends of a Feather (2 Hour Program): Students will learn about the world of birds through observation, discussion, and practice! Food chains, beak adaptations, and toe arrangements are just a few topics to explore. Students will also meet a small live bird of prey during this program and it can be taken in conjunction with the Raptor Trek Evening Program.

Lake Living (2 Hour Program): Explore the aquatic habitat of Lay Lake and discover the amazing world below the surface! Students will need to wear old clothes as they will use boots, nets, stereoscopes, and a dichotomous key to collect, examine, and study aquatic insects and other water critters. This class allows students the opportunity to make a solid connection between biodiversity and the health of an ecosystem.

Rivers and Reservoirs (2 Hour Program): The history of the Coosa River is a focal point of this class. Students will discuss watersheds, the effects of pollution on bodies of water, and will conduct chemical tests of Lay Lake. This class is recommended for 6th grade and higher.
OTHER CONTENT BASED CURRICULUM

Alabama’s Living History (4 HOUR PROGRAM CHOICE): We will travel across Lay Lake via Pontoon Boat and back in time to take a trip through Central Alabama Community College’s Pioneer Village. Students will take a hike through history on their tour through the village and will be introduced to the way of life in Alabama during the late 1800s. Activities include rope and butter making.

** NOTE: THIS CLASS WILL TAKE PLACE DURING AN ENTIRE AFTERNOON AND COUNTS AS FOUR HOURS OF PROGRAM. This class is NOT available for 1 Day CRSS fieldtrips unless the group would like to select this as their only program and plans to meet us at the site.

Lost and Found (1 OR 2 Hour Program): The ability to read maps is crucial. This class focuses on the different types of maps and allows students the opportunity to practice using maps to find their way around camp. Beginner and advanced courses are offered. We recommend this as a 1 hour program for 6th grade and OLDER.

Get Your Bearings (2 Hour Program): Students are introduced to some basic compass skills including how to calculate pacing. This class naturally incorporates vital math skills as students venture through a course using a compass as their navigation tool. Recommended for 4th grade and older.

Team Navigation (2 Hour Program) - 4th Grade and up: Students will work in teams of 2-5 people with hand held Global Positioning Satellite technology (GPS Units) to explore the 4-H Center’s grounds. Teams will be sent on a scavenger hunt to solve puzzles via waypoints located in the immediate area.

Amazing Race: (2 Hour Program) This is an opportunity for students to take our Team Navigation class to the next level. Waypoints are found all over camp. Groups must work together to complete tasks at each site to earn the team points. Prizes are determined by the lead teacher. Digital cameras are recommended for each group to document their tasks and are not provided by the center. (Recommended for 6th grade and up):
OUTDOOR EDUCATION PROGRAMS

Archery (1 OR 2 Hour Program) - 5th grade and up: Students will learn the basics of archery under the supervision of our certified instructors. They will master proper safety procedures while at the archery range as well as technique for shooting with emphasis on hitting the target, not necessarily the bull’s eye. This program is recommended as a 1 hour program if your group size is less than 15.

Canoeing (2 Hour Program): Students are given basic canoe instructions for safety and maneuvering before venturing onto the water to try for themselves. The instructor (a certified lifeguard) will cover canoe techniques, procedures, and basic water safety. All students must wear a personal flotation device (PFD) at all times and are checked out by trained staff before being allowed to enter the water.

*NOTE: For the safety of our students we REQUIRE that students who have not entered 4th grade must have an adult for EACH boat on the water to participate in this program. Contact the Program Coordinator for more details.

New Games (1 OR 2 Hour Program): The class is designed to promote cooperation, trust and coordination through traditional and non-traditional field game activities. Students are given the opportunity to run and play while interacting with their peers and team building. This program is recommended for 4th grade and younger.

Team Initiatives: 2 Hour Program — **Pre-Requisite for Challenge Course**

4th Grade and up: Students are introduced to the concepts involved with teamwork, team building, and problem solving by the use of Initiatives of “Field Activities.” Activities will differ from group to group as instructors feel out the strengths of their team. This program may be taken by itself or as a precursor to the Challenge Course.

Challenge Course: 2 Hour Program — 5th Grade and up: Students will learn the importance of teamwork and problem solving by attempting elements found on our Low Ropes Course. Again, elements will differ from group to group as instructors feel out the strengths of their team. Participation in these elements does not involve wearing a harness. All groups will begin their Challenge Course Program with “Ground Initiatives” and will not proceed onto the course until the instructor feels it is safe to do so. Team Initiatives is a Pre-Requisite for this course.

Climbing Wall: 1 OR 2 Hour Program — 4th Grade and up: Students will set goals and attempt to ascend our 35-foot rock climbing wall. Encouraged by their peers and led by a certified climbing wall instructor, students will truly enjoy this thrilling experience. Helmets and harnesses are required and provided. This program is recommended as a 1 hour program if your group size is less than 15.

Giant Swing: 2 Hour Program — 5th Grade and up: Our swing offers students a chance to face their fears while depending on their team. Helmets and harnesses are required and provided. Note: This activity is Challenge by Choice, but participation may also be limited if students are too small to secure a harness.