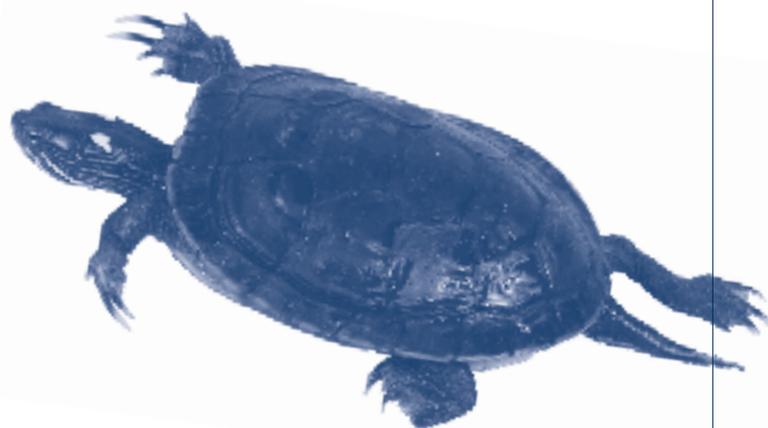


Program List

To assist you in planning your visit, the programs currently available at Claremont are listed below. Please note the academic level for which the program is designed, and the time of year during which the program operates. Daytime programs are two and a half hours in length and evening programs are one and a half hours, unless otherwise indicated. A short description of each program can be found on the following pages. During your planning session, we would be pleased to discuss program adaptations, or new programs that would meet your educational needs.

Understanding Healthy Watersheds			Nature Appreciation and Awareness		
Pond Study *	Sp/F	P/J/I/S	Nature Art *	All year	P/J/I/S
Stream Study *	Sp/F	P/J/I/S	Nature Photography **	All year	J/I/S
Watersheds	All year	J/I/S	Evening Programs		
Biodiversity and Greenspaces			Campfire *	All year	P/J/I/S
Animal Detective *	All year	P/J/I	Clue Murder Mystery *	All year	J/I/S
Bird Study *	All year	P/J/I/S	Evening Art *	All year	P/J/I/S
Insect Study *	Sp/Su/F	P/J/I	Eco-Jeopardy *	All year	J/I/S
Instincts for Survival *	All year	P/J/I/S	Environmental Stock Exchange *	All year	J/I/S
Trail Guide	All year	I/S	Evening Hike * **	F/W	P/J/I/S
Tree Identification *	Sp/Su/F	J/I/S	Frog Watch	Su	J/I
Geographic Inquiry and Skills			Owl Prowl *	W	P/J/I/S
26-point Orienteering *	All year	J/I	Scavenger Hunt *	All year	P/J/I/S
Contour Mapping	Sp/F	I/S	Scavenger Hunt – Monster *	All year	P/J/I/S
Geomatics	All year	I	Wide Games/Recreation *	All year	P/J/I/S
Photo Orienteering *	All year	J/I/S			
Score Orienteering *	All year	S			
Treasure Mapping *	All year	P/J/I			
History and Cultural Studies					
Coueurs de Bois	All year	I/S			
Indigenous Studies	All year	J/I			
Pioneer Studies	All year	P/J/I			
Sustainable Communities					
Environmental Impact Studies	All year	S			
Recreation and Active Living Skills					
Cross-country Skiing *	W	J/I/S			
Group Dynamics *	All year	P/J/I/S			
Mini Olympics *	All year	P/J/I/S			
Nature Hike *	All year	P/J/I/S			
Snowshoeing *	W	P/J/I/S			
Wilderness Survival Skills *	All year	J/I/S			



Legend:

* Also offered on weekends

Sp Spring

Su Summer

F Fall

W Winter

Last updated November 2017

** Additional fee applies

P Primary

J Junior

I Intermediate

S Senior



Program Descriptions

Please note: Adaptations can be made to the programs to suit specific group needs.

UNDERSTANDING HEALTHY WATERSHEDS

Pond Study

Take a closer look at our ponds and discover the flourishing biodiversity. Brainstorm and classify invertebrates and vertebrates found in ponds and learn how these animals are adapted to their ecological niche, then dip into the pond and collect organisms. In doing so, students will identify and describe each organism collected according to methods of breathing, locomotion and feeding. Learn the characteristics of a healthy pond ecosystem.

Curriculum connections: Science and Technology: Grade 4 – Habitats and Communities, Grade 6 – Biodiversity, Grade 7 – Interactions in the Environment, Grade 8 – Water Systems; Geography: Grade 7 – Natural Resources, Themes of Geographic Inquiry

Stream Study

Become a scientist and explore Duffins Creek in this hands-on program. Students will examine the stream environment by collecting biological organisms and physical data, as well as running scientific experiments. Evaluation and analysis of the data allows students to hypothesize the viability of the stream to support coldwater fish species—specifically answering the question “Is Duffins Creek trout friendly?”

Curriculum connections: Science and Technology: Grade 4 – Habitats and Communities, Grade 6 – Biodiversity, Grade 7 – Interactions in the Environment, Grade 8 – Water Systems; Geography: Grade 7 – Natural Resources, Themes of Geographic Inquiry

Watersheds

Explore our wonderful watersheds. This program will start with a game simulating the water cycle, followed by an introduction to watersheds and the importance of maintaining their health. Participants can make a groundwater ‘sundae,’ illustrating how water pollution spreads, while enjoying a tasty treat. By touring a portion of the Duffins Creek watershed, students will observe vegetation, land use, and human impact as they relate to changes in water quality and quantity. Then, while peering through safety goggles, students will satisfy their scientific curiosity by conducting water quality tests.

Curriculum connections: Science and Technology: Grade 7 – Interactions in the Environment, Grade 8 – Water Systems; Geography: Grade 7 – Natural Resources, Themes in Geographic Inquiry, Patterns in Physical Geography, Grade 8 – Patterns in Human Geography

UNDERSTANDING BIODIVERSITY AND GREENSPACES

Animal Detective

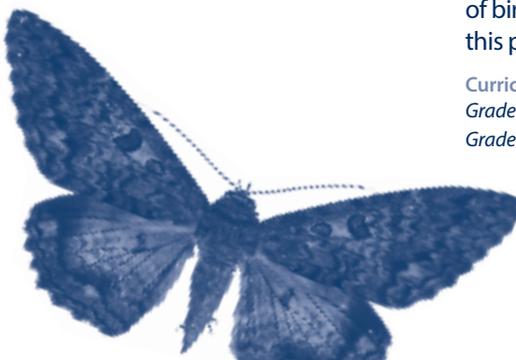
Follow tracks, search for evidence, and solve mysteries while investigating wildlife in a variety of habitats. Along an explorative nature hike, students will have an opportunity to participate in games and role-playing activities which illustrate the basic concepts of ecology.

Curriculum connections: Science and Technology: Grade 4 – Habitats and Communities, Grade 6 – Biodiversity, Grade 7 – Interactions in the Environment; Geography: Grade 7 – Themes of Geographic Inquiry

Bird Study

Chirp-chirp, tweet-tweet. But who is making those sounds? Become a field investigator and go on a birding expedition around the property using binoculars and bird guides. Participants are introduced to bird adaptations with hands-on research, and will learn the basics of identification, noting that sounds, size, shapes, colours and habitats can all aid in bird classification. Through this activity, students will gain an understanding of and appreciation for the many species of birds that live and migrate through this part of southern Ontario.

Curriculum connections: Science and Technology: Grade 4 – Habitats and Communities, Grade 6 – Biodiversity



Insect Study

Bzzzz! Discover the fascinating world of insects. While hiking and exploring through fields, forests and wetlands, use field guides and keys to identify and classify insect species. Learn about the life cycles of insects and play hands-on simulation games.

Curriculum connections: *Science and Technology: Grade 4 – Habitats and Communities, Grade 6 – Biodiversity, Grade 7 – Interactions in the Environment*

Instincts for Survival

Simulate real-life predator/prey relationships in this fun and active outdoor food-web game. Assume the role of a specific animal and see if you can survive. Students will gain an understanding of animal ecology, as well as the impact of human activities on wildlife populations.

Curriculum connections: *Science and Technology: Grade 6 – Diversity of Living Things, Grade 7 – Interactions in Ecosystems*

Trail Guide

Students act as park naturalists planning an interpretive trail and self-guided booklet. After a nature hike led by Nature Centre staff, each group produces an illustrated trail guide. (Requires one and a half to two program periods.)

Curriculum connections: *The Arts: Grades 7–8 – Visual Arts; Science and Technology: Grade 6 – Biodiversity, Grade 7 – Interactions in the Environment; Geography: Grade 7 – Natural Resources*

Tree Identification

So many trees around us, but can you name them? Participants will brainstorm the uses of trees by people and the role they play within natural ecosystems. They will discuss characteristics that can be used to identify trees using new and familiar terminology. Then, armed with a map and dichotomous keys, students will go on a self-guided tour and apply their knowledge to identify selected tree species.

Curriculum connections: *Science and Technology: Grade 5 – Conservation of Energy and Resources, Grade 6 – Biodiversity, Grade 7 – Interactions in the Environment; Geography: Grade 7 – Natural Resources, Grade 8 – Economic System*

GEOGRAPHIC INQUIRY AND SKILLS

26-point Orienteering

Upon arrival, participants will have an opportunity to explore the immediate area using this quick exercise. While learning to read a sketch map, students will hunt for 23 markers. Upon finding these markers, students will race against time to unscramble clues for a “prize of unbelievable value.”

Curriculum connections: *Mathematics: Grades 7–8 – Number Sense and Numeration, Data Management, Geometry and Spatial Sense; Geography: Grade 7 – Themes of Geographic Inquiry, Patterns in Physical Geography*

Contour Mapping

Students are introduced to the key features of topographical maps, with an emphasis on interpretation of contour lines. Learners will appreciate the value of contour maps to society through discussion and examples of real-life applications. Measurement of contour lines is demonstrated and will be performed by students in the field with the use of stadia rods and transits. Data obtained will be compiled, interpreted and translated by each group to build a contour map.

Curriculum connections: *Mathematics: Grades 7–8 – Number Sense and Numeration, Data Management, Geometry and Spatial Sense; Geography: Grade 7 – Themes of Geographic Inquiry, Patterns in Physical Geography*

Geomatics

Geography meets environmental science in this full-day program! Students will learn about the history and uses for GPS technology before using the machines to go geocaching. Students will then travel to a variety of locations on the Claremont property. At each location, they will conduct an Environmental Impact Survey by using scientific equipment to record data (e.g. thermometer, pH meter, anemometer...) and assess the site. Students use their collected data along with powers of observation to hypothesize the impact of human activity, compare the different sites, and determine whether or not Claremont is sustainable.

Curriculum connections: *Science and Technology: Grade 9, 11 and 12 – Scientific Investigation Skills/Career Exploration, Sustainable Ecosystems, Population Dynamics; Canadian and World Studies: Grade 9 – Geographic Inquiry and Skill Development, Interactions in the Physical Environment, Grade 11 – Geographic Inquiry and Skill Development, Sustainability and Stewardship, Interactions and Interdependence, Spatial Geography: Concepts and Processes, Using Spatial Technologies to Support Sustainability and Stewardship, Grade 12 – Geographic Inquiry and Skill Development, Sustainability and Stewardship, Spatial Organization, Community Action, Species and Spaces, Ecosystems and Human Activity*

Photo Orienteering

Competitive spirits prevail while students learn compass skills. Using a series of photographs, learners (in partners) will find the exact location of where each photograph was taken. A compass bearing at each site will determine their accuracy and then, it's a race to the scoring table! Tally up the scores to see which team will win a “prize of unbelievable value!”

Curriculum connections: *Geography: Grade 7 – Themes of Geographic Inquiry, Patterns in Physical Geography; Mathematics: Grades 5–8 – Geometry and Spatial Sense; Health and Physical Education: Grades 5–8 – Active Participation*

Score Orienteering

Learners will be challenged in this more advanced program. A brief indoor introduction ensures that students are comfortable with the basics of map interpretation and navigation using a compass. Then, students will travel in pairs to find the orienteering controls on the property.

Curriculum connections: *Geography: Grade 7 – Themes of Geographic Inquiry, Patterns in Physical Geography; Health and Physical Education: Grades 5–8 – Active Participation*

Treasure Mapping

Introduced to the basics of map reading/making. Groups of “pirates” will use compass bearings to hide a treasure in the forest and then create their own treasure map. Maps and clues are traded between groups, and the challenge is on to find the hidden treasure.

Curriculum connections: *Geography: Grade 7 – Themes of Geographic Inquiry, Patterns in Physical Geography, Grade 8 – Patterns in Human Geography; Mathematics: Grades 5–8 – Geometry and Spatial Sense; Health and Physical Education: Grades 5–8 – Active Participation*

HISTORY AND CULTURAL STUDIES

Coueurs de Bois

This program introduces participants to the lifestyle of the “Runners of the Woods,” the early French settlers who traded with the First Nations Peoples for furs. After a brief introduction to their history and a discussion of the importance of the beaver pelt, learners participate in an orienteering and bartering activity that simulates a season as a Coueurs de Bois. Learners’ abilities to use their maps and make good trades will determine their success as a Coueurs de Bois.

Curriculum connections: Social Science: Grade 6 – First Nations Peoples and European Explorers; Geography: Grade 7 – Themes of Geographic Enquiry; History: Grade 7 – New France; Health and Physical Education: Grades 5–8 – Active Participation

Indigenous Studies

Join us as we step back in time and explore local Native history. A visual presentation will open a window into some aspects of daily life in southern Ontario before the influx of European settlers. Then, after examining actual artifacts, students will be whisked off to the forest for a “Native shopping trip.” Test your strength as we enjoy some Native games of skill. Finally, relax around a campfire while we roast

bannock, pound corn and learn how to start a matchless fire.

Curriculum connections: Social Studies: Grade 3 – Early Settlers in Upper Canada, Grade 5 – Early Civilizations, Grade 6 – First Nations Peoples and European Explorers

Pioneer Studies

Experience the simple yet hard life of a pioneer in Upper Canada. At an authentic pioneer cabin in the woods, students participate in hands-on activities and discuss some of the experiences and hardships of the early settlers.

Curriculum connections: Social Studies: Grade 3 – Early Settlers in Upper Canada, Grade 5 – Early Civilizations, Grade 6 – First Nations Peoples and European Explorers; History: Grade 7 – New France, Grade 8 – British North America

SUSTAINABLE COMMUNITIES: ACTION AND UNDERSTANDING

Environmental Impact Studies

This highly academic and integrated program will encourage participants to use their analytical skills and decision-making abilities to successfully determine the effects of urbanization on the natural community. After a brief introduction to the site, participants will use basic mapping skills,

data collection skills, research abilities, and powers of observation to gain sufficient knowledge to determine the impact of human activities. Participants may be required to hypothesize on the effects of road construction, increased home or cottage building, farming impacts or the consequences of golf course maintenance. Presentations (written or oral) are at the discretion of the visiting staff.

Curriculum connections: Science and Technology: Grade 9 – Sustainable Communities, Grade 10 – Sustainable Ecosystems and Human Activity

RECREATION AND ACTIVE LIVING SKILLS

Cross-country Skiing

Test your skills in one of the oldest modes of winter travel. Learners will be introduced to the essentials of cross-country skiing. An indoor session touches on the history of the sport, equipment requirements, proper sizing and safety considerations. Skis, boots and poles are then distributed, followed by a group lesson which will present a step-by-step progression of techniques that will allow the learner to enjoy a cross-country ski on the property. Learners are encouraged to incorporate cross-country skiing into



a healthy, active lifestyle. (Two visiting staff may be required.)

Curriculum connections: Health and Physical Education: Grades 4–8 – Fundamental Movement Skills, Active Participation

Group Dynamics

Confront and conquer our challenge course. Team success depends upon a combination of cooperation, communication, and physical and mental efforts from all individuals. Each team's challenge is designed to build a cooperative group spirit and, at the same time, instill self-confidence in the learner, as well as a mutual respect for teammates.

Curriculum connections: Health and Physical Education: Grades 4–8 – Fundamental Movement Skills, Active Participation

Mini Olympics

Team up and get ready to have some fun! In this active program, participants will enjoy taking part in a variety of non-traditional 'Olympic' events. Teams of students may be given a brief time-period to choose a name and create their own team flag. Then, let the games begin! Games focus less on skill and athletic ability, but rather, on creativity while encouraging cooperation and fun.

Curriculum connections: Health and Physical Education: Grades 4–8 – Fundamental Movement Skills, Active Participation

Nature Hike

Experience the touch, taste and smell of each season on a guided hike through the different habitats at Claremont. Students may also participate in games and active simulations taken from the *Project Wild Activity Guide*.

Curriculum connections: Science and Technology: Grade 4 – Habitats and Communities, Grade 6 – Biodiversity, Grade 7 – Interactions in the Environment

Snowshoeing

Get out and enjoy the snow! In this program, the learner is introduced to the basic skills of snowshoeing. The history of the snowshoe is covered, as well as the essential techniques required to participate in a snowshoeing trail walk around the property. This program is dependent upon suitable snow conditions.

Curriculum connections: Health and Physical Education: Grades 4–8 – Fundamental Movement Skills, Active Participation; Social Studies: Grade 6 – First Nations Peoples and European Explorers

Wilderness Survival Skills

Could you survive in the wilderness? Working in a cooperative team situation, students will understand and practice some important aspects of basic survival techniques in the outdoors. Each team will be challenged to construct a small cooking fire using only one match, and prepare tea made from ingredients collected in the forest. Students may also build a shelter from natural materials. Key elements of this lesson stress the safety aspects of preparation and planning for a successful outdoor experience.

Curriculum connections: Health and Physical Education: Grades 4–8 – Active Participation

NATURE APPRECIATION AND AWARENESS

Nature Art

Young artists are encouraged to look at the environment from a different perspective. Learners are introduced to different styles and techniques used to create impressions of nature. A combination of sketching, imprinting, creative writing, water colours and other techniques can be explored. Participants produce unique souvenirs to remember their outdoor experience.

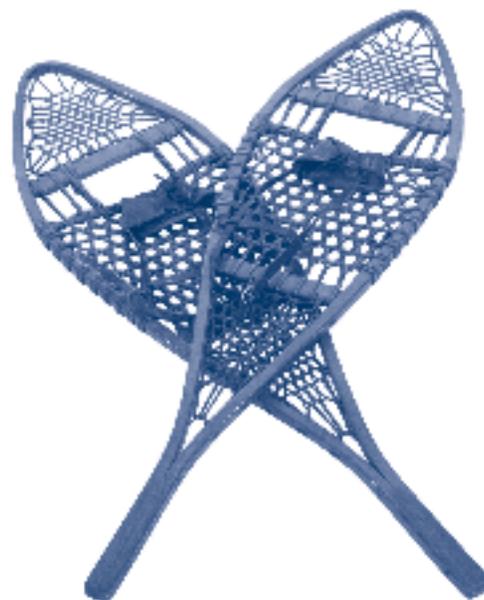
Curriculum connections: The Arts – Visual Arts: Grades 3–8

Nature Photography

Explore some key concepts in photography: lighting, colour, natural framing, the rule of thirds, perspective and people in nature. Next, it's a hands-on approach to a unique and relaxing way to appreciate nature. Small groups will share a camera on a nature hike to take photos incorporating several nature themes. A disc of all photos will be go back to the school to allow for editing, printing and creative follow-up.

(There is an additional fee for film and processing. Cameras will be provided.)

Curriculum connections: The Arts – Visual Arts: Grades 3–8; Science and Technology: Grade 10 – Light and Applications of Optics



EVENING PROGRAMS

Campfire

Many groups enjoy the tradition of ending their visit at the campfire circle. This evening program allows participants to take part in and contribute their own songs, skits, games and stories. They will also have an opportunity to roast marshmallows and reflect on their trip. This activity is offered after evening program and is supervised by the visiting staff. Fire set-up and roasting skewers are provided.

Clue Murder Mystery

Participate in an environmental 'murder mystery' based on the board game "Clue!" Student 'detectives' will work together in small groups to come up with a strategy and use the process of elimination in determining who committed the crime, where the crime was committed and what type of weapon was used.

Evening Art

Relax... and express your day in the great outdoors through art. Students will use a variety of materials such as charcoal, oil pastel and watercolour paints to create art pieces inspired by nature.



Eco-Jeopardy

Test your environmental knowledge in this fun and interactive game modeled after the television game show. Teams will be challenged to answer environmentally themed questions within categories such as water, waste, energy and climate change which are meant to raise awareness of human impacts on the environment.

Environmental Stock Exchange

In this activity, students will become investors in the "Environmental Stock Market," buying and selling stocks based on the changing policies of different companies. Players will need to consider the long-term effects of company decisions on the earth and invest their money wisely.

Evening Hike

Enjoy the outdoors under the cover of darkness on a guided hike. Students will use their senses to develop an appreciation for the specialization of the nocturnal world. This night hike will include a number of activities such as owl and coyote calling, solo walks/sits, moon mints, chalk sketching, colour vision testing, astronomy investigation, evening games, sound/smell recognition and/or storytelling.

By experiencing a variety of safe activities, it is the intention to relieve fears that may be associated with the darkness.

Frog Watch

The evening begins with story-telling as a means of introducing learners to the role that amphibians play as indicators of environmental health. After learning to identify the calls of common Ontario frog species, participants will hike to a wetland and monitor frog populations by collecting data on calls heard there. By submitting this information to the *FrogWatch Ontario* website, participants will also contribute to data on global climate changes. An emphasis is placed on the importance of wetlands, including biodiversity and protection. (Maximum group size – 30)

Owl Prowl

Who's who in the world of owls? Students will be introduced to common owls found throughout Ontario and learn of their adaptations through simulation games and activities. Dissect owl pellets to investigate owl diets and identify the bones of owl prey. Then go outside on a hike in the forest to call some of the owls that may be found on the Claremont property.

Scavenger Hunt

Students work cooperatively in small teams to collect a variety of information and natural items. This activity provides a great opportunity for participants to have fun and be active outdoors while developing co-operative skills.

Scavenger Hunt – Monster

Students will work together as a group to search for and collect a variety of natural items found outdoors. Groups will design and create their own monster using the items they found and then prepare to present their monster to the class. Monsters will be judged in our *Claremont Idol* to see which group will win a "prize of unbelievable value" for their creativity and presentation skills.

Wide Games/Recreation

Participants will have an active and enjoyable set of both indoor and outdoor games and challenges to bring out the best in any group! Centre staff will customize challenges based on the areas of focus identified by the group leader. Activities may span the areas of group/cooperative, athletic/sport, trust, recreational or just plain fun!

Last updated November 2017