



## Grade 5 to 8 Guided Programs

1 hour programs – \$ 2.00

### Marsh Walkabout

#### All ages

A pleasant walk along one of the marsh trails will introduce you to the history and management of the marsh, as well as to its seasonal inhabitants. Seasonal themes.



### Explorer

#### All ages

An interpreter-led exploration of the Centre's interactive exhibits. Add this program to a half day for only \$1.50 per student.

### All About Owls

#### Gr. 3 & up

Discover the fascinating world of owls! Learn about our local owls and their special adaptations.

### Plants and People

#### Gr. 3 & up

Discover some of the fascinating uses of marsh and prairie plants and their special significance to Aboriginal People.

### Beaver Tales

#### K - Gr. 6

Using pelts, mounts and other props, discover the interesting adaptations which allow beavers to survive the Manitoba climate.

### Reptiles & Amphibians

#### K - Gr. 6

Explore the similarities and differences between these exciting animals.

### Creatures of the Night (Bats)

#### K - Gr. 6

Through images and games, lose your fear of these fascinating and important creatures!

### Stargazing

#### Gr. 5 & up

Learn about the planets and how to locate the most popular constellations! Discover comets, learn legends and more! *Note: a 2-hour astronomy program is available for evening bookings (\$4.00).*

## **Ecology Games**

### **K - Gr. 6**

High-energy, fun activities that teach ecological concepts by role-playing plants and animals! Available both indoors and out, depending on the weather.

## **Our Wacky Weather**

### **All Ages**

Find out how weather affects the lives of all animals, including humans. Use simple devices to measure the weather and learn about clouds, wind, precipitation, temperature and humidity. There are two programs, one for Kindergarten to Gr. 4 and a more advanced version for Gr. 5 & up.

## **Nature's Traditions**

### **K - Gr. 6**

Discover how the cycling seasons shape the activities of people and are at the root of many traditions. Includes seasonal game, craft or activity.

## **Beginning Birder**

### **Gr. 5 & up**

Indoor program designed to sharpen the skills of the observer. Learn to identify various birds using their field marks.

## **Explore Watersheds**

### **All ages**

Through a demonstration model and activities (appropriate to grade level), students learn to importance of wetlands and watersheds.

## **Animal Detective**

### **K - Gr. 6**

Use all of your senses to uncover the clues left by marsh animals.

## **Where Are We?**

### **Gr. 5 & up**

Learn how to use a map and compass to discover exciting clues about marsh wildlife.

## **Project WET Activities**

### **All Ages**

Join us for lots of fun, interactive and hands-on water-based activities and experiments! Topics can include pollution, water management and conservation, aquatic wildlife, properties of water and more.

## **Birding Walkabout**

### **Gr. 5 & up**

Learn simple techniques to identify local birds. Binoculars and field guides are provided.

## **Fall Changes**

**K - Gr. 6**

Through games, videos and/or activities, learn how plants and animals prepare for the cold months ahead.

## **Owl Prowl**

**Gr. 5 & up**

Prowl the trails searching for owls, their pellets and prey. Learn about habitat selection, survival and food chains. Great for evenings and winter days.

## **Critter Dipping**

**All ages**

Grab a bucket, dip net, “bug-sucker” and a magnifier as you head out to the boardwalk to discover the diverse life of the marsh (May - October)! ”Look What I Found” is the longer version of this program.

## **What’s for Dinner?**

**Gr. 5 & up**

Owls and other predators cough up pellets of undigested fur and bones. Dissect a sterilized pellet to discover what a barn owl had for dinner! Extra charge of \$2.50/pellet. One pellet per two students is recommended.

## **Migration Mysteries**

**All ages**

Learn where and when birds migrate and how they find their way. Discover the dangers that these amazing athletes face on their marathon journeys each year.

## **Settlers’ Traditions**

**All ages**

Learn about traditions brought to Canada from other countries. Hand-craft a gift or toy and play old-time games.

## **Aboriginal Games**

**Gr. 2 & up**

From tidluktoq to hoop and pole, Aboriginal games were & still are a fun way to learn important skills & lessons.

## **Animal Teachers**

**Gr. 1- 6**

Through crafts, stories, and games, discover how animals can be great teachers! Students will learn the importance of bison, turtle and other animals to Aboriginal cultures.



# Specialty Programs



## **All about GPS& GIS - \$3.00**

**1 hour - Gr. 7 & up**

An introduction to using GPS units and how information is gathered to create maps. Includes a short hands on outdoor component

## **Wetland Badge - \$3.00**

**Youth Groups**

Participate in activities that help you learn more about wetlands and wildlife as you earn your wetland badge through our wetland challenge quiz (all seasons).

## **Snapshot of Aboriginal Cultures - \$3.00**

**1.5 hours - Gr. 4 & up**

An introduction to Manitoba's aboriginal groups, culture and history with interactive games and activities.

## **Voyageur Canoe - \$4.00**

**30 to 45 minutes (depending on group size)**

**Gr. 5 & up**

Explore the marsh in an interpreter-led, 26-foot ten-passenger, voyageur-style canoe (group size limited & weather permitting).

## **Look What I Found - \$4.00**

**Half-day - Gr. 5 & up**

Explore life under the marsh. Examine life cycles, adaptations and food chains of aquatic invertebrates using a video-microscope (May - October).

## **Bird Quest - \$4.00**

**1.5 to 2 hours - Beginner to Advanced**

**Gr. 5 & up**

Learn about the fascinating diversity of bird life found in our area. An introduction to bird observation and identification the program consists of both indoor & outdoor components (all seasons).

## **Marsh Biodiversity - \$4.00**

**1.5 to 2 hours - All ages**

Experience the biodiversity of the marsh by combining the Critter Dipping program with either Marsh Bingo or Marsh Walkabout (May - October).

## **Narcisse Snake Den Tours - \$8.00**

**All ages**

Experience spring in the Interlake first-hand as thousands of red-sided garter snakes emerge from their winter hibernation. Join an experienced interpreter as they climb aboard your bus to share their knowledge and shed the myths of the snakes of Narcisse (May).

## **Bird Banding - \$4.00**

**1.5 hours - all ages**

Thousands of songbirds are banding yearly in Manitoba, find out how and why with this program which includes both a live banding demonstration (weather permitting) as well as an age-appropriate interactive station for students (an indoor 1-hour power point and activity station option is also available for \$2). (May - October)

## **Additional Winter Options**

**1 hour programs – \$ 2.00**



### **Snow Ecology**

**Gr. 4 & up**

Snow - more than just white stuff! Take a closer look at the physical characteristics of snow such as depth, density and temperature.

### **Surviving the Freeze**

**All ages**

Discover the behavioral and physiological adaptations that help wetland plants and animals face the challenges of winter.

### **Animal Tracking**

**All ages**

Hike through the marsh in search of the many clues left by wildlife.

### **Compass (Survival) Hike**

**Gr. 5 & up**

Learn to use a compass to find your way.

### **Bannock Bake - \$3.00**

**Gr. 3 & up**

Learn the history behind bannock and discover the fun of preparing your own and cooking it over an open fire.

### **Firestarters**

**Gr. 4 & up**

Learn how to prepare a survival kit as you create a firestarter to use with it.

### **Outdoor Cooking**

**All ages**

Find out what components of your food are important during outdoor activities. Bring and learn to cook your own foil lunch while learning about fire safety.

### **Snowshoe Walkabout**

**Gr. 2 & up**

Unforgettable adventure awaits as your group travels our winter trails by snowshoe.

***To book call 467-3299 Toll free: 1-888-506-2774 (ext 299)  
or email us at OHMICbookings@ducks.ca***