



Educational Programs

Year Round

1 hour, only \$2.25 each

Marsh Walkabout

Gr. 1 - Gr. 12

Explore the trails and find out why wetlands are great for both people and wildlife! Seasonal themes.

Explorer

Gr. 1 - Gr. 12

An interpreter-led exploration of the Centre's interactive exhibits. On special! Add this program to a half-day for only \$1.75 per student!

Plants & People

Gr. 3 - Gr. 12

Discover some of the fascinating uses of marsh and prairie plants and their special significance to Aboriginal People (May - October).

Beavers & Muskrats

Gr. 1 - Gr. 6

Use pelts, mounts and other props to discover the interesting adaptations that allow beavers and muskrats to survive the Manitoba climate.

Reptiles & Amphibians

Gr. 1 - Gr. 6

Explore the similarities and differences between these two vertebrate groups. Find out why wetlands play such an important role, in these sensitive creatures' lives.

Creatures of the Night (Bats)

Gr. 1 - Gr. 6

Discover the amazing adaptations of these important wetland creatures through visuals and interactive games.

Ecology Games

Gr. 1 - Gr. 6

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

Wacky Weather

Gr. 1 - Gr. 7

Find out how weather affects the lives of all animals, including humans. Use simple devices to measure the weather.

Explore Watersheds

Gr. 1 - Gr. 12

Through a demonstration model and various grade-appropriate activities and games students learn the importance of wetlands and watersheds.

Fall Changes

Gr. 1 - Gr. 6

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

Birdfeeders

Gr. 1 - Gr. 6

Learn about bird feeding adaptations and strategies. Make your own simple birdfeeder to take home.





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Animal Detective

Gr. 1 - Gr. 6

Become an animal detective while exploring the marsh in search of the many clues left by wildlife.

Plant Ecology

Gr. 1 - Gr. 3

Why are wetland plants so important to birds, mammals and people? Find out more about wetland plants and their adaptations.

Hawks, Owls & Falcons

Gr. 3 - Gr. 6

Learn about local birds of prey and their fascinating adaptations. Program includes hands on stations.

Critter Dipping

Gr. 1 - Gr. 12

Grab a bucket and dip net as you head out to the boardwalk to discover the diverse life of the marsh (May - October).

What's for Dinner?

Gr. 4 - Gr. 8

Discover Manitoba's owls and their special adaptations. Dissect a sterilized pellet to discover what a barn owl had for dinner! Extra charge of \$2.75/pellet + tax. One pellet per two students is recommended.

Marsh Bingo

Gr. 1 - Gr. 4

Practice your outdoor observation skills on a walk through the marsh as you search for the plants and animals needed to complete your bingo sheet.

Soils...More Than Just Dirt!

Gr. 3 - Gr. 6

Through a series of interactive stations find out more about the properties of soil and the wildlife that call it home.

Settler's Pastimes

Gr. 1 - Gr. 8

Enjoy the simple games played by Canada's early European settlers. Handcraft a gift or toy to take home.

Aboriginal Games

Gr. 2 - Gr. 12

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

Animal Teachers

Gr. 1 - Gr. 6

Through interactive games and activities, discover how animals can be great teachers! Students will learn the importance of various wetland animals to Aboriginal culture.

Snowshoe Walkabout

Gr. 2 - Gr. 12

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

Surviving the Freeze

Gr. 1 - Gr. 8

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





Specialty Programs

Wetland Ecology - \$10.00

Full day - Gr. 10 - Gr. 12

Conduct an in-depth study of our wetland ecosystem. Identify and record habitat types and biodiversity. Conduct a vegetation study, sample aquatic invertebrates and conduct chemical tests on water samples (May - October).

Snapshot of Aboriginal Cultures - \$3.00

Gr. 4 - Gr. 12

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

Voyageur Canoe - \$5.00

30 - 45 minutes - Gr. 5 - Gr. 12

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

Look What I Found - \$4.50

2 hours - Gr. 5 - Gr. 12

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

Beginning Birder - \$4.50

1.5 - 2 hour - Gr. 5 - Gr. 12

Learn about the fascinating diversity of bird life found in our area with this introduction to bird observation and identification (all seasons).

Intro to GPS - \$3.00

1 hour - Gr. 7 - Gr. 12

Learn the basics of how GPS and GIS technologies can be used and gain some hands-on experience using GPS units to mark and find locations.

Geocaching 101 - \$6.00

2 hours - Gr. 8 - Gr. 12

An expanded version of the 1-hour program, including further exploration of GPS use and an introduction to the popular pastime of geocaching.

Bannock Bake - \$3.25

1 hour - Gr. 3 - Gr. 12

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

Ecology Challenge - \$3.00

1 - 1.5 hour - Gr. 10 - Gr. 12

With interactive stations, challenge your class in topics such as wildlife, ID, aquatics and forestry.





Dusk to Dawn Specialty Programs Year Round

1 hour, only \$2.25 each

Night Hike

All Ages

Discover the more secretive nocturnal creatures of the marsh. Listen carefully to hear who goes bump in the night.

Pond Hockey, Curling and Skating!

All Ages

While the arena or rink is where most people skate today, ponds all across the prairies were the original places where people played. Play hockey, jam pail curling or skate on the cattail pond like in days of yore!

The Interpretive Centre provides hockey sticks, sponge pucks, nets and jam pail curling stones. Daytime program only. Weather dependant.

Groups to provide their own skates and helmets.

Night Sounds

All Ages

While there is much to see in the marsh throughout the year, there is also much to hear! This program starts with a slide and sound presentation in the theatre, followed by an interactive game.

Fun Find in the Centre

All Ages

Sometimes some plush critters come out to play in the Centre when no one else is around! See if you and your group can find them as you scour the building!

Animal puppets are hidden around the Centre. Groups will get a scavenger hunt sheet with pictures of the animals and then try and find them. For a bigger challenge, try this program at night! (recommended for older groups).

Voyageur Games

All Ages

Winter is when the voyageurs were stuck in the fort for long periods. Games were a way to pass the time. Try some of the games they played, along with a few modern twists!

Stargazing

Gr. 5 - Gr. 9

Explore the planets and our solar system. Learn legends of the constellations and more!

Note: a 2-hour Astronomy program is available for evening bookings (\$4.50).

Wetland Badge – \$4.00

All Ages

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

