



Lincoln Hills Cares Curriculum (K - 12th Grade)

- 1. Ants on a Twig** **Grade Level: K - 2**
Participants learn all about Ants - life cycle, habitat, behavior, etc, through observation and a game that represents ants' communication, behavior and food gathering.
- 2. Archery** **Grade Level: 3 & Up**
Participants learn the components of the bow and arrow and how to safely use a compound bow to hit a target on LHC's archery range. Participants develop hand-eye coordination skills, patience, focus and confidence.
- 3. Climate Ball** **Grade Level: K - 12**
Participants engage in discussions about greenhouse gases, the greenhouse effect and climate change and play a "dodgeball" style game that reinforces these topics and learning objectives.
- 4. Critter Crates** **Grade Level: K - 8**
Crates are reserved through Colorado Parks and Wildlife. Choose from the Elk Crate, Lynx Crate, or Bear Crate to learn more about Colorado's abundant wildlife through hands-on bio-artifacts and activities.
- 5. Fire Building** **Grade Level: 3 & Up**
Participants work as a team to learn basic survival skills, the benefits and dangers of fire, and how to safely and efficiently build a fire in the wilderness. This is a skill-building exercise, fires will not be ignited.
- 6. Float your Boat** **Grade Level: 3 & Up**
What makes a boat float? Participants will learn the basic engineering principles of buoyancy while designing and constructing their own boats and competing to see which boat can hold the most cargo.
- 7. Fly Fishing** **Grade Level: Any**
LHC fly fishing instructors teach the basics of fly fishing, including; gear, knots, casting, entomology, fish biology. Participants cast, catch, and release fish with assistance from instructors.
- 8. Geology Rocks!** **Grade Level: 2 - 8**
How do rocks become rocks? Through a dice game, participants learn about the 3 main types of rocks and how the rock cycle determines what they turn into.

9. **Habitat for Wildlife** **Grade Level: K - 3**
Students learn the lifecycle of a butterfly and the essential needs of wildlife through a game of limiting habitat factors.
10. **History Hike** **Grade Level: Any**
Hike through Lincoln Hills to learn about the history of the property, Winks Lodge, segregation and the Civil Rights Movement. Discussions involve civil rights and opportunities and privileges we have today compared to the Pre-Civil Rights Act era.
11. **Microorganisms** **Grade Level: K - 6**
Students learn about microorganisms and their role in pond and watershed ecosystems. Students will gather water samples, use microscopes to identify microorganisms and paint or draw their findings.
12. **Navigation** **Grade Level: 3 - 8**
All about maps, landmarks and directions. Participants learn the key components of maps and why they are important. Teams will create their own maps and use other team's maps to navigate through a scavenger hunt.
13. **Pollinators** **Grade Level: K - 6**
Students are given the opportunity to catch and release insects, thereby learning about the important role of pollinators in our ecosystems. Following the activity, students will be able to identify 3 different types of pollinators; bees, birds, and butterflies.
14. **Pond Ecology** **Grade Level: 3 & Up**
Students will identify organisms and learn their roles in a pond ecosystem. Students learn and practice ecosystem food chain dynamics through activities and games.
15. **Predator vs. Prey** **Grade Level: 2 - 8**
During interactive games of tag, participants learn the relationship between predators and prey. Students will learn about the various adaptations of prey to avoid predators and why they are important.
16. **Riparian Rescue** **Grade Level: K & 5**
Through game-based play, participants learn what riparian zones are and their importance in filtering pollutants from the water we use. Important connections are made between the water we consume and natural areas that filter our water close to home.
17. **Seed Need** **Grade Level: K - 5**
Seeds come in many different shapes and sizes, but how do they find a suitable area to grow? Participants learn this and more through collection, identification and game-based play.
18. **Shelter Building** **Grade Level: 2 & Up**
Participants learn the "Core Four" survival priorities and how to build a suitable survival shelter. Working in teams, participants plan and build their shelters using natural materials found in the forest.
19. **The Great Hibernation Challenge** **Grade Level: 1 - 8**
All about the life of bears. Participants learn about the diets, behaviors and challenges bears face in the wild. Through an interactive dice game, participants advance from station to station while learning about the different stages of survival.

20. **Trail Bingo** **Grade Level: K - 3**
Great for younger ages; participants head out on a nature hike around Lincoln Hills to see how many natural items and landmarks they can identify on a “Bingo” card.
21. **Walking with Wildlife** **Grade Level: K - 5**
To learn about the essential needs of wildlife (food, water, shelter and space), students are assigned a wild animal as they embark on a hike to find their animal’s suitable habitat at Lincoln Hills.
22. **Water Conservation** **Grade Level: 3 - 8**
Through an activity that allows students to compare their daily water usage to the amount of accessible water on Earth, students work in groups to identify ways to cut down on their individual water usage.
23. **What’s in the Water?** **Grade Level: 3 - 8**
Where does pollution in our water come from? Through game-based and water sampling activities, participants learn where our water comes from and what/how/when pollutants enter our waterways.
24. **Where’s the Water?** **Grade Level: 3 & Up**
Learn how Denver residents get their water! Participants are split into two teams to race against each other and determine who can build the most efficient track to transport water from the “Western Slope” to the “Front Range”.
25. **Wildlife Encounters** **Grade Level: K & Up**
Students learn about Colorado’s diverse wildlife and produce a skit on safe practices when encountering different animals. Older participants will learn responsible outdoor practices by working as a team to hang a bear bag in a tree.
26. **Wildlife in Disguise** **Grade Level: K & 5**
Teamwork, creativity, planning, building...this program has it all! Participants learn how animals adapt to and survive in their environment by planning and constructing “creatures” that have specific adaptations unique to their environments. Can you find the other team’s creature?
27. **Wildlife Tracking** **Grade Level: K - 8**
Students learn how to identify various wildlife signs and then put their skills to the test to investigate wildlife “crime scenes”.