



Lincoln Hills Cares Curriculum (K - 12th Grade)

- *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.
- 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.
- Dam Builders** **Grade Level: 3 & Up**
What are dams, why and how are they built...are they good or bad? Participants will work in teams to plan, construct, and test their very own micro-dam!
- *Ecosystem Energy Flow** **Grade Level: 3 - 8**
Participants practice creativity, teamwork, observation, and presentation skills while examining and recreating how energy moves through an ecosystem (trophic pyramid).
- *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.
- 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.
- Flower Power** **Grade Level: K & Up**
What are flowers and why are they important? Participants learn the basics of flower reproductive structures and how pollination works through the use of microscopes. Learning is reinforced through an art-based project!

8. ***Fly Fishing** **Grade Level: All**
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.

9. **Food Chain Pollution** **Grade Level: 3 & Up**
Students learn the biological principles of food chains and how pollution impacts animals and our environment through two unique play-based learning techniques.

10. ***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.

11. ***History Hike** **Grade Level: All**
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.

12. **Microorganisms** **Grade Level: 2 - 6**
Students learn about microorganisms and their role in pond and watershed ecosystems. Students will gather water samples, use microscopes to identify microorganisms and draw their findings.

13. **Monarch Marathon** **Grade Level: 2 & Up**
A relay race game where students learn all about monarch butterfly migration, ecology, and animal adaptations!

14. **Nature Journals** **Grade Level: K - 5**
Students learn scientific observation skills and practice the creative processes of planning, designing, constructing and writing nature journals.

15. **Navigation** **Grade Level: 3 - 12**
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.

16. ***Pine Cone Exploration** **Grade Level: 1 - 5**
Discover the difference between coniferous and deciduous trees! This program fosters communication and observation skills while participants explore the principles of plant ecology and seed dispersal.

17. **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. Learning is reinforced through a game of pollinator tag!
***Available starting in mid/late June*
18. **Pond Ecology** **Grade Level: 3 - 8**
Students will identify organisms and learn their roles in a pond ecosystem. Students learn and practice ecosystem food chain dynamics through activities and games.
19. **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.
20. ***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.
21. ***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.
22. **The Great Hibernation Challenge** **Grade Level: 1 - 6**
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.
23. ***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.
24. ***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.
25. **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.

26. **Water Filtration** **Grade Level: 3 & Up**
Participants will learn about the Core 4 Survival Principles and safe practices for treating water when camping by constructing and testing their own water filtration systems.
27. ***What's in the Water?** **Grade Level: 2 - 10**
Where does pollution in our water come from? Through a game-based and simple research activity, participants learn where our water comes from and what/how/when pollutants enter our waterways.
28. **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".
29. **Wildfire Frenzy** **Grade Level: 1 & Up**
What are wildfires, how are they caused, and what are the impacts? Participants will work in small teams to plan and construct different wildfire scenarios and learn how fires move through forests.
30. **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?
31. ***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.
32. ***Wildlife Forensics** **Grade Level: K - 5**
Students learn how to identify various wildlife signs and put their skills to the test to investigate wildlife "crime scenes", while examining how to limit human- wildlife interactions.

** Denotes programs available only at Lincoln Hills*