

# Change of Seasons - 1.5hr

An introduction to the concept of natural cycles of plants and animals through the year. In the field, small groups seek to find signs of fall listed on an illustrated checklist, and play a "squirrel and seed" game about the caching of winter stores of food. The program concludes with a demonstration featuring live animals who are examples of species that migrate, hibernate and stay active through the fall and winter months.

## Before you go

Inform students that they will be visiting Carpenter Nature Center to learn what changes they can notice as the seasons change from fall to winter and what animals do to prepare for winter. Be sure that they are prepared for the weather because a majority of the time will be spent outside.

## While you are here

- 0:00-0:20 Introduction—identifying and sorting different living and nonliving parts of nature and posing the question: “what season is it?”
- 0:20-1:10 Field Hike—During the hike we will be looking for “clues” to tell us what season it is. A game will be played to discover how squirrels prepare for winter
- 1:10-1:30 Live Animals—students will meet three different animals and learn how they prepare for winter. Animals include a snake (hibernate), hawk (fly south and stay around), and a rabbit (stay active)

## After you leave

Have student review the ways we can determine if it is fall or not. Use the theme of fall to inspire an art project of their choice.

## Minnesota Standards

Carpenter Nature Center supplements standards by participating in benchmark activities. Listed below are benchmarks that students will participate in but not necessarily master.

### Kindergarten:

Code	Benchmark
0.1.1.2.1	Use observations to develop an accurate description of a natural phenomenon and compare ones observations and descriptions with others
0.1.2.1.1	Sort objects into nature and man-made
0.4.1.1.1	Observe and compare plants and animals
0.4.1.1.3	Observe a natural system or its model and identify the living and nonliving components in the system

### First Grade:

Code	Benchmark
1.1.1.1.1	When asked “How do you know?” kids support their answers with observations
1.4.1.1.1	Describe/sort animals into groups, many ways according to physical and behavioral characteristics



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