



Marine Ecology & Natural History FORT ROSS

Example Itinerary (2-days/1-night)

Day 1 12pm ARRIVE AT FORT ROSS (students arrive, get acquainted, and eat lunch)

12:30-4:00pm ACTIVITIES IN STUDY GROUPS

Students will divide into study groups and take part in a variety of activities including:

- *Marine ecology with Fort Ross:* Within their study groups students will spend a couple of hours with the experts at Fort Ross engaging in hands-on science experiments, learning about pinnipeds and exploring the tidepools.
- *Hiking through the redwoods:* Students will learn about the native plants and animals of the area and the interconnectedness of the ecosystem.
- *Team building:* Throughout the day our guides will facilitate a variety of group games and collaborative activities.

4:00-4:30pm GROUP SHARING of the day's experiences (talk about camp life and rules)

4:30-6:00pm FREE TIME (chaperones supervise)

Set out sleeping gear, sports equipment & games available for student use.

6:00pm Dinner served, followed by clean-up (students & chaperones help)

7:45pm CAMPFIRE & N'MORES

Students, chaperones, and fieldguides perform songs, skits, and more!

8:45pm Campfire ends, prepare for bed. All quiet by 10pm

Day 2 7:00-7:30am Everyone up :)

8:00-9:30am Breakfast, clean-up & get ready for the day!

9:30-11:30am ACTIVITIES IN STUDY GROUPS

Students will divide into study groups and take part in a variety of activities including:

- *Marine ecology with Fort Ross:* Any study groups that weren't able to meet with the Fort Ross experts on Day 1 will have their chance on Day 2!
- *Coastal exploration:* Students will venture out to see the coastline and discuss the impacts of our changing climate and the unique adaptations of the plants and animals that live in the area.
- *Large group games & beach time:* On the sandy seashore students will have a chance to play more group games, review what they have learned, and enjoy the ocean air.

11:30-12:00pm Final share-outs & farewell! Picnic lunch to go.



LOOKING FOR MORE DETAILS? CHECK OUT THE FOLLOWING ACTIVITY DESCRIPTIONS.

Please note that the exact activities may vary by study group leader or desired focus of the program. The following represent examples of the types of activities you can expect.

-Ranger/Ranger: Students become the ranger as they teach others in their study groups fun facts they learn from their fieldguide.

-Oh Deer! In a modified game of tag students explore the role of changing resource availability on population dynamics.

-Adapt or Die: Students create a creature in their notebooks and then are randomly assigned a variety of adaptations. When disaster strikes, they either survive or die.

-Bat & Moth: The game is played similar to Marco-Polo and is a good springboard for a discussion about echolocation. The group creates a circle at arms length extended with two people in the middle, the Bat and the Moth. Bat calls out “bat” and tries to find the moth who responds “moth”.

-Sound map: Students create a visual map of all the sounds they can hear around them from a quiet seated position. They share out with one another about their experience and see if there were any sounds they couldn't quite identify.

-Web of life: Students create a “web” to represent the different parts of the coast redwood ecosystem that helps illustrate how each piece is connected.

-Beach Scavenger Hunt: Students are given a limited amount of time to search for a given set of items. Students will share about the types of items they find before working together to create a giant beach scavenger mural from their found items.

-Human Knot/Lap Sit/Pinecone Path/Helium Stick: Students work together to communicate effectively in order to solve the problems presented in each of these various teamwork games.

-Ship to Shore: A high energy elimination game in which students act out the instructions of the caller.

-Hawks & Ospreys: Students act as the eyes, talons, or nervous system of these birds of prey- trying to be the first raptor to catch the fish.