

ISLAND EXPLORERS PROGRAM FOR GRADES K-2

Beach



Explore The Shore

Students assist staff naturalists with sieves and seines to explore and experience the surf zone and creatures found there.

K.L.1.1, K.L.1.2
1.L.1.1, 1.L.1.2, 1.L.2.2
2.L.2.2



Maritime Forest Scavenger Hunt

Students go on a Scavenger Hunt in search of maritime forest plants and learn about how they survive in sandy, salty conditions.

K.L.1.2
1.L.1.1, 1.L.2.1
Science as Inquiry: 2nd grade



Ocean Movements

Students creatively imitate ocean movements and become familiar with plants and animals found in and around the water.

K.P.1.1, K.P.1.2, K.L.1.2
1.L.1.1, 1.L.1.2



Seashore Discovery Walk

Students walk the tidelines in search of different types of plants and animals using Scavenger Hunt guides.

K.P.2.1, K.P.2.2, K.L.1.1, K.L.1.2, K.G.1.2
1.L.1.1, 1.G.1.3
2.L.2.2, 2.G.1.1, 2.G.1.2



Turtle Talks

Students build life-size sea turtles in the sand, as they learn about the biology and behavior of sea turtles around the world.

K.L.1.1, K.L.1.2
1.L.1.1, 1.L.1.3
2.L.1.1, 2.L.1.2, 2.L.2.1, 2.L.2.2

Marsh



Blue Crabs

Students learn about the anatomy and behavior of the Atlantic Blue Crab and its importance to our salt marsh ecosystem while trying to catch a few of their own.

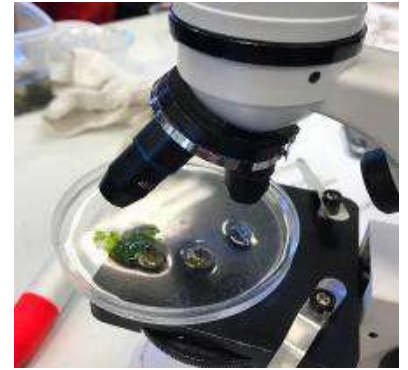
K.L.1.1, K.L.1.2
1.L.1.1, 1.L.2.2
2.L.1.1, 2.L.2.1, 2.L.2.2



Dock Discoveries Field

Students use nets and buckets to investigate fouling communities created by man-made structures such as Caswell's floating dock.

K.L.1.1, K.L.1.2
1.L.1.1, 1.L.2.1, 1.L.2.2
2.L.1.1, 2.L.1.2, 2.L.2.2



Dock Discoveries Lab

Students will use microscopes to observe and investigate the fouling community organisms found under Caswell's dock.

K.L.1.1, K.L.1.2
1.L.1.1, 1.L.2.1, 1.L.2.2
2.L.1.1, 2.L.1.2, 2.L.2.2



Explore The Marsh

Students assist staff naturalists with sieves and seines to discover the flora and fauna that abound in North Carolina estuaries and why they are called the "nursery ground of the sea".

K.L.1.1, K.L.1.2
1.L.1.1, 1.L.1.2, 1.L.2.2
2.L.1.1, 2.L.1.2



Plankton Ecology Lab

Students use microscopes and lab equipment to view some of the smallest members of the marine community: plankton.

K.L.1.1
1.L.1.1, 1.L.2.1, 1.L.2.2
2.L.1.2, 2.L.2.2

Multiple Locations

(Pair with beach or marsh activities)



Fort Caswell Tour

Students take a walking tour of old Fort Caswell to learn the history of the pre-Civil War fort and other significant places, people, and events in North Carolina's history.

Experiential Learning



History Hayride

Students explore the grounds of Fort Caswell by wagon while learning about early settlements in the Cape Fear region and historical uses of the fort throughout the last century and a half. *Will have an opportunity to go inside the Fort.

2.H.1.1, 2.G.2.1



Weather Window

Students create a cloud identification and classification tool to use outside for predicting what type of weather may be on the horizon.

K.E.1.1, K.E.1.2
Science as Inquiry: 1st grade
2.P.2.1, 2.E.1.1, 2.E.1.3

Indoor Alternative



Fish Forms

Students put their creative skills to use as they learn about adaptations that help fish survive in their aquatic habitats.

K.L.1.1, K.L.1.2
1.L.1.2, 1.L.2.2
2.L.2.2



Marsh Munchers

Students discover the dynamics of survival in a salt marsh by becoming part of an estuarine food web.

K.L.1.1, K.L.1.2
1.L.1.1, 1.L.2.1, 1.L.2.2
Science as Inquiry: 2nd grade



Octopus

Students learn about our smart and elusive Common Octopus through a short story and an Octopus Relay and Tag Game.

K.L.1.2
1.L.1.1
Science as Inquiry: 2nd grade