

EQUIPMENT CHECKLIST FOR ARE CENTER FIELD ACTIVITY KITS - PAGE 1

Group Name _____ Date(s) of Program _____ 200__

Group Leader _____ Phone # _____ Number in group _____

Kit # and Title	Grade Levels	Activity Description	√ only those you will use		
0		<i>Canoeing</i> ♠	2-12	10 canoes, with paddle sets & life jackets are kept out by the boardwalk for canoeing Shoveler Pond or (by special permission only) the tidal out	
1		<i>Fishing</i> ♠	1-12	12 bait-casting rod/reel rigs are provided on a handy carry cart; users must supply own bait and re-rig any messed-up outfits on return	
2		<i>Fin Finders</i>	1-12	engages students in assuming the role of scientists in collecting/identifying fish found in AREC tidal streams & ponds	
3		<i>Pond/Marsh macroinvertebrates</i>	1-12	provides gear and id/info cards for 6 teams of students to sample the bottom fauna of AREC ponds and tidal stream habitats	
4		<i>Riches in the Ditches</i> ♠	1-12	similar to kit #3, but tailored for sampling the rich spring-time invertebrate fauna of vernal pool wetlands near the AREC	
5		<i>Tale of Two Ponds</i>	7-12	provides equipment, data sheets & guidelines for comparing and contrasting water quality in the two ponds behind the AREC	
6		<i>Salinity kit</i>	4-12	for measuring salinity using the hydrometer/thermometer method	
7		<i>D.O. kit</i>	5-12	Lamotte water quality test kit for measuring dissolved oxygen levels	
8		<i>pH kit</i>	4-12	Lamotte water quality test kit for measuring the pH level of the water	
9		<i>Nitrates/Phosphates</i>	7-12	Lamotte test kits for measuring nutrient levels in the water	
10		<i>Turbidity kit</i>	4-12	uses t-stick or Secchi-disk for measuring turbidity levels in the water	
11		<i>water sampler</i>	4-12	device that is lowered from boardwalk bridge to grab a water sample	
12		<i>Plankton kit</i>	4-12	small net/kit for catching microscopic life forms from AREC waters	
13		<i>Bay Beach Study kit</i> ♠	3-12	features scavenger hunt lists & id guides for beachcombing at nearby woodland beach (seine net also available for use weather permitting)	
14		<i>Eco-Adventures (Elementary level)</i>	1-4	these three interpretive trail kits are packaged in colored backpacks (red for elementary, light blue for middle school & dark blue for high school levels); each contains all equipment, maps, question sheets, and other materials needed for doing a one-mile, 15-trail marker stop (with one activity/question per stop), loop starting at the lodge and going around lighthouse rd. to the boardwalk area and back down	
15		<i>Eco-Adventures (Middle School)</i>	5-8		
16		<i>Eco-Adventures (High School)</i>	9-12		
17		<i>Boardwalk loop interpretive kit</i>	2-12	provides a self-guided brochure keyed to 12 numbered stops on the AREC boardwalk, and a set of eco-riddle cards for group leader's use	
18		<i>Birdwatch Jr.</i>	K-3	features 10 pair of children's binoculars and simple field guides	
19		<i>Birdwatch Sr.</i>	4-12	provides 10 pair of higher-power binoculars and field guides	
20		<i>Whose Clues? Wildlife Detectives</i>	1-8	engages students in interpreting animal tracks & signs in the AREC area (includes a color-coded track key & guide to selected mammals & birds)	
21		<i>Do You Dig Wetland Soils?</i>	2-12	provides color charts, texture key, soil auger and other props for groups of students to examine characteristics/types of wetland soils	
22		<i>Wetland Wheel</i>	4-12	a picture/clues wheel challenges students to identify 16 wetland plants found along the AREC boardwalk trail area	
23		<i>Fun With Fiddlers</i> ♠	4-12	students assume the role of scientists in observing and collecting data about fiddler crab populations and behavior in the salt marsh	
24		<i>Mini-Expedition</i>	4-8	engages students in scientific investigation of living and non-living components of the AREC tidal salt marsh ecosystem	

♠ refers to activities that are only available at certain times of the year (see activity guidelines for more details)

EQUIPMENT CHECKLIST FOR ARE CENTER FIELD ACTIVITY KITS - PAGE 2

Kit # and Title	Grade Level	Activity Description	√ only those you will use
25	K-6	utilizes a touchy-feely bag of assorted wetland objects to open student senses to the wetland experience	
26	K-4	features a musical chairs style-game that emphasizes the importance of conserving a variety of habitats for wildlife species	
27	K-4	engages students in role-playing and trying to mimic and match the calls made by 10 of our most interesting native frog species	
28	4-12	through use of a script and assigning students different sound parts, the group simulates a symphony of Delaware Bay nature sounds	
29	2-6	engages students in using different utensils to simulate feeding adaptations of birds for picking up different food items	
30	K-8	a role-play game that engages students in exploring hazards that waterfowl face during yearly migrations	
31	3-8	involves students in role-playing life cycle obstacles that striped bass must overcome along their journey from fry to adulthood	
32	2-8	engages students in making a life-sized outline of any of several great whale species in the grass (requires prior grid set-up by teacher)	
33	4-12	card game that involves matching larval & adult stages of aquatic animals	
34	K-3	students assume the identity of a wetland plant or animal and use clues or questions to try and discover each other's identity	
35	4-8	same idea as kit #26, but with the clues and questions geared to higher reading and problem-solving levels	
36	3-6	students role-play how various plants and animals adapt to the changing tidal conditions in a salt marsh	
37	4-8	students use yarn to show the interconnections in salt marsh ecosystem	
38	4-6	using their sense of smell, students simulate how anadromous fish use scent cues to navigate to their home streams during spawning	
39	5-8	students role-play food web connections of muskrats to learn about nutrient and energy flow in a wetland	
40	5-12	designed for group of 20-25 students to role-play a pollutant bioaccumulation story in solving the Mystery of Sandy Bottom Creek	
41	7-12	board game activity that stresses aquatic food web connections	
42	7-12	through measurement, math and observation, students explore the rate at which wetlands are lost and gain a sense of the size of the	
43	4-12	decision-making board game on land use practices affecting wetlands	
44	5-12	BINGO-style game that teaches identification and other basic knowledge of aquatic macroinvertebrates	
45	7-12	Trivial Pursuit-modeled game to test student knowledge of wetlands	
46	4-12	card game demonstrating habitat requirements of selected DE species	
47	2-12	given an assortment of everyday objects, students are challenged to brainstorm ways the object relates to wetland values and functions	
48	3-8	students perform experiments using a dishpan-size model to demonstrate the water-holding/flood prevention value of wetlands	
49	5-8	engages students in a role-play activity, matching a selection of aquatic organisms with their respective adaptations to the environment	
50	5-12	through using a dichotomous key, observing real specimens, and pinning the parts on "Herbie" the Beetle, students learn basic skills in insect I D	
X	4-8	attendance at 6-hour WADE training and supervision of use by trained educator are pre-requisites; subject to availability at time of program	

EQUIPMENT CHECKLIST FOR ARE CENTER FIELD ACTIVITY KITS - PAGE 3

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◆ Activity location key: I = Indoors L = Lawn area, All numbers refer to sites described on your AREC facilities map
 ▲ refers to activities that are only available at certain times of the year (see activity guidelines for more specific details)