Lower Park Discovery Walk

30 or 60 minutes
K-2

Students are introduced to some of nature's wonders in our very own Bidwell Park. Join our Naturalists for a 30- or 60-minute tour through our World of Trees. Through interactive games, group discussion and observation, students learn about the history of the area and focus on plant and animal adaptations. This hike has a big emphasis on utilizing our senses and observation skills to discover and learn about our surroundings.

Next Generation Science Standards K-2

Kindergarten

K-LS1 From Molecules to Organisms: Structures and Processes
Performance Expectations
- K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive.

SEP
- Analyzing and Interpreting Data

DCI
- LS1.C: Organization for Matter and Energy Flow in Organisms

CCC
- Patterns

K-ESS3 Earth and Human Activity
Performance Expectations
- K-ESS3-1. Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.

SEP
- Asking Questions and Defining Problems
- Developing and Using Models
- Obtaining, Evaluating, and Communicating Information

DCI
- ESS3.A: Natural Resources
- ETS1.A: Defining and Delimiting an Engineering Problem

CCC
- Systems and System Models
- Cause and Effect

First Grade

1-LS1 From Molecules to Organisms: Structures and Processes <mark>Applies to Birding Variation Only</mark>

Performance Expectations
- 1-LS1-1. Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.
- 1-LS1-2. Read texts and use media to determine patterns in behavior of parents and offspring that help offspring survive.

SEP
- Constructing Explanations and Designing Solutions
- Obtaining, Evaluating, and Communicating Information

DCI
- LS1.A: Structure and Function
- LS1.B: Growth and Development of Organisms
- LS1.D: Information Processing

CCC
- Patterns
- Structure and Function

1-LS3 Heredity: Inheritance and Variation of Traits

Performance Expectations
- 1-LS3-1. Make Observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.

SEP
- Constructing Explanations and Designing Solutions

DCI
- LS3.A: Inheritance of Traits
- LS3.B: Variation of Traits

CCC
- Patterns

Second Grade

2-PS1 Matter and Its Interactions

Performance Expectations
- 2-PS1-1. Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties.
- 2-PS1-2. <mark>Applies to Birding Variation Only</mark> Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for an intended purpose.

SEP
- Planning and Carrying Out Investigations
- Analyzing and Interpreting Data <mark>Applies to Birding Variation Only</mark>

DCI
- PS1.A: Structure and Properties of Matter

CCC
- Patterns
- Cause and Effect

2-LS4 Biological Evolution: Unity and Diversity

Performance Expectations
- 2-LS4-1. Make observations of plants and animals to compare the diversity of life in different habitats.

SEP
- Planning and Carrying Out Investigations

DCI
- LS4.D: Biodiversity and Humans

K-2 Engineering Design

K-2-ETS1 Engineering Design ==Applies to Birding Variation Only==

Performance Expectations
- K-2-ETS-1. Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

SEP
- Asking Questions and Defining Problems
- Analyzing and Interpreting Data

DCI
- ETS1.A: Defining and Delimiting Engineering Problems
- ETS1.C: Optimizing the Design Solution

CCC
- Structure and Function