Into the Forest

Arrival: 10am  Departure: 6pm  Grade: 4-6  Season: Any

NGSS: 5-PS3-1, 5-LS1-1, 5-LS2-1, MS-LS1-6, MS-LS2-1, MS-LS2-3, MS-LS2-4, MS-LS2-2, MS-LS2-5, MS-LS1-4, MS-LS1-5

Overview: Students will become more familiar with a forest ecosystem and learn about the flora and fauna of Illinois.

Immersion—30 minutes
Students will do several tasks that will allow them to explore the forest at their own pace.

Scavenger Hunt—1 hour
Students will have the freedom to search through the forest for specific items in an exciting scavenger hunt.

Trees and Plants—1 hour
Students will get up close and personal with trees and learn more about producers.

Animals—1 hour
Students will observe, imitate, and identify different animals in our ecosystem.

Instincts for Survival—2.5 hours
The whole school will play this predator and prey active game.

Schedule for Into the Forest Program
10am Arrival, Orientation, and Grouping
10:30 Immersion
11:00 Scavenger Hunt
12:15 Lunch
12:45 Trees and Plants
1:45 Animals
2:45 Instincts for Survival
5:30 Dinner
6:00 Departure

Animal Science

Arrival: 10am  Departure: 6pm  Grade: 6-8  Season: Spring/fall

NGSS: 5-LS2-1, 5-ESS3-1, MS-LS1-3, MS-LS1-8, MS-LS1-7, MS-LS2-1, MS-LS2-3, MS-LS2-4, MS-LS2-2, MS-LS2-5, MS-LS1-4, MS-LS1-5

Overview: Students will be introduced to specific groups of Illinois animals and experience methods used by real scientists.

Osteology Lab—1 hour
Students will examine specimens from the Taft animal bone collection to learn how bones can reveal crucial information.

Entomology—1.5 hours
Students will learn about insect adaptations and classification through a hands-on lab and field collections.

Ornithology—2 hours
Through games, lab sessions, and field observations, students will observe and learn about the unique adaptations of birds.

Herpetology—1.5 hours
Students will debunk some common misconceptions about reptiles and amphibians, and will perform field study investigations of these animals.

Schedule for Animal Science Program:
10am Arrival, Orientation, and Grouping
10:30 Osteology
11:30 Lunch
12:15 Entomology
1:45 Ornithology
3:45 Herpetology
5:30 Dinner
6:00 Departure

*Order may change based on school size
About Us
Lorado Taft has over a 60-year history of providing outdoor education to elementary and middle school students. We offer options for schools to come for the day or stay overnight for 3-5 nights.

One Day Program Overview
Full-time Taft staff will teach all aspects of the program throughout the day. Chaperones are required for supervision or other student needs. The selection of a program will include all described activities and each program outlines which Next Generation Science Standards (NGSS) are met. All full day programs are 8 hours and include 30 minutes for orientation, 30 minutes for lunch, 30 minutes for dinner, and 6.5 hours of classes. Modifications can be made with advanced notice. Many of these programs are also available in a shortened half day program lasting 5 hours at a reduced cost.

Chaperones
We require one chaperone for every 15 students. Chaperones are responsible for overall supervision, disciplinary issues, and medication dispersal.

Cost for One Day Program
$26/person - includes lunch and dinner

Contact Us
For more information or to schedule a trip please contact:
Melanie Costello
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Web: www.niu.edu/taft

Historic Illinois
Arrival: 10am
Departure: 6pm
Grade: 4-8
Season: Any

NGSS: 3-5-ETS1-2, MS-ETS1-2

Overview: An all-day program designed to give an overview of life of the pioneers and Native Americans in Illinois in the 1800s.

Native American History—1.5 hours
Students will visit a wigwam and longhouse and learn more about communication and folklore. Students will also observe Lorado Taft’s famous Eternal Indian statue.

Pioneer History—2.5 hours
Students will use tools that Illinois Pioneers would have used to make their home and explore an historic cabin built around 1840.

Artifact Investigation—1 hour
Students will examine early artifacts and weapons and learn how they were used.

Historic Games—1 hour
Students will play simple games while developing specific skills necessary for a child living 200 years ago.

Schedule for Historic Illinois Program:
10am Arrival, Orientation, and Grouping
10:30 Native American History
12:15 Lunch
12:45 Pioneer History
3:15 Artifact Investigation
4:15 Historic Games
5:30 Dinner
6:00 Departure
*Order may change based on school size

Surviving in the Wild
Arrival: 10am
Departure: 6pm
Grade: 4-8
Season: Any

NGSS: 4-ESS2-2, 3-5-ETS1-3, 5-ESS3-1, MS-ETS1-1, MS-ETS1-2, MS-ETS1-3

Overview: All day program designed to learn survival basics.

Survival Scenarios—30 minutes
Students will examine different life and death situations and will brainstorm ways to survive.

Shelter Building—1 hour
Students will construct a shelter using materials found in the forest.

Fire—1 hour
Students will learn about fire safety and build their own fires.

Compassing—1.5 hours
Students will learn compassing basics and be tested on their skills.

Mapping and GPS—1 hour
Students will learn key features on a map and go geocaching.

Schedule for Surviving in the Wild Program:
10am Arrival, Orientation, and Grouping
10:30 Survival Scenarios
11:00 Shelter Building
12:15 Lunch
12:45 Fire
2:45 Compassing
4:15 Mapping and GPS
5:30 Dinner
6:00 Departure
*Order may change based on school size