Team Development

**Arrival:** 10am  
**Departure:** 3:15pm  
**Grade:** 4-8  
**NGSS:** 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3, MS-ETS1-1  
**Overview:** A half day program designed to develop problem solving and communication skills, teamwork, and leadership among students.

**Initiatives—1.5 hours**
Through a series of games and activities, students will work in small groups to complete challenges that will encourage teamwork.

**Challenge Course—2.5 hours**
Students will walk to the low ropes course and continue building leadership skills on our challenge course.

Warm Blooded Wonders

**Arrival:** 10am  
**Departure:** 3:15pm  
**Grade:** 4-8  
**NGSS:** 5-ESS3-1, MS-LS1-4, MS-LS1-5, MS-LS2-2, MS-LS2-3, MS-LS2-4, MS-LS2-5  
**Overview:** Students will explore the lives of our birds and mammals, and learn how to recognize signs of animal activity.

**Osteology—1 hour**
Students will examine bone specimens to learn how bones reveal crucial information about the animals they came from.

**Tracking—1 hour**
Students will learn to use clues like tracks and scat to identify various wildlife in the area.

**Birding—2 hours**
Students will explore the world of birds through games, labs, and field observations.

Surviving in the Wild with a Compass

**Arrival:** 10am  
**Departure:** 3:15pm  
**Grade:** 4-8  
**NGSS:** 4-ESS2-2, MS-ETS1-1  
**Overview:** Students will learn how to use a compass and navigate with a map.

**Compassing—1.5 hours**
Students will learn compassing basics and complete several exercises to develop their skills.

**Orienteering Competition—2.5 hours**
Students will learn how to pair a map and a compass and compete in an orienteering course in small groups.

Creepy-Crawly Critters

**Arrival:** 10am  
**Departure:** 3:15pm  
**Grade:** 4-8  
**NGSS:** MS-LS1-5, MS-LS2-5, MS-LS1-4, MS-LS2-4, MS-LS2-3, MS-LS2-2, MS-LS2-1, 5-ESS3-1  
**Overview:** Students will become more familiar with many animals which receive an undeserved reputation as being “gross” “creepy” or “freaky.”

**Entomology—2 hours**
Through field collections and labs, students will explore some of the features of insects.

**Herpetology—2 hours**
Through games and hands-on participation in methods used by real life scientists, students will learn about reptile and amphibian life.
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.

Half 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 half day programs include 30 minutes for orientation, 30 minutes for lunch, and 4 hours of classes. Modifications can be made with advanced notice. Many of these programs are also available in an extended one day program lasting 8 hours for a moderate price increase.

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

Cost for Half Day Program
$18/person - includes lunch only
$13/person - does NOT include lunch (guests provide own lunch)

Contact Us
For more information or to schedule a trip please contact:
Melanie Costello
Phone: 815-732-2111
Email: melcostello@niu.edu
Web: www.niu.edu/taft

Historic Illinois-Pioneering
Arrival: 10am  Departure: 3:15pm
Grade: 4-8  Season: Any
NGSS: 3-5-ETS1-2, MS-ETS1-2
Overview: A half day program designed to learn about the life of early pioneers in Illinois in the 1800s.
Pioneer Living—1.5 hour
Hands on learning where students will complete pioneer chores such as making a candle and carding wool.
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.

Historic Illinois-Native Americans
Arrival: 10am  Departure: 3:15pm
Grade: 4-8  Season: Any
NGSS: 3-5-ETS1-2, MS-ETS1-2
Overview: A half day program designed to introduce students to the lives and history of Native Americans.
Native American Games—1.75 hours
Students will play a variety of active games which come from different Native American tribes.
History and Artifacts—1.5 hours
Students will learn about the local history of the Black Hawk War, visit the Eternal Indian Statue, and examine many Native American tools.
Weapons—45 minutes
Students will practice using some of the tools used by Native Americans for hunting.

Intro to the Forest
Arrival: 10am  Departure: 3:15pm
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 a variety of 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.
Instincts for Survival—2.5 hours
The whole school will play this predator and prey active game.

Wild in Winter
Arrival: 10am  Departure: 3:15pm
Grade: 4-8  Season: Winter
NGSS: MS-LS1-4, MS-LS4-4, MS-LS1-5
Overview: A half day program designed to allow students to explore in the snow.
Winter Scavenger Hunt—1 hour
Students will have an opportunity to explore the Taft woods in winter.
Winter Survival—1 hour
Through a series of games and hands on activities, students will explore the strategies used by Taft animals to survive in challenging winter months.
Cross Country Ski or Snowshoe—2 hours
Students will have fun getting around in the woods through a method supplied by Taft and only able to be done with snow.