

## Replicating the Wildlife Challenge Course

Materials (also listed on the Wildlife Challenge map):

- 1 – 4x4x8 with 2 steaks screwed into each end (about 1 ft from edge)
- 3 – buckets, any size will work but make sure to anchor them with rocks
- 8 – bean bags
- 4 – hula hoops
- 8 – large camping stakes
- 13 – orange cones
- 13 – small stakes
- 3 – yoga or bouncy balls of various sizes
- 5 – interpretive signs
- 1 – tent (optional, this was used mainly as a way for people to see the challenge course)

Set Up:

See map for details. Make sure that each challenge is labeled with a sign. On our signs, we included the challenge title and a little factoid that had to do with the animal that was to be mimicked. Also, a picture of the animal was placed on the sign.

Going through the Game:

The challenge can be run in different ways. Since there are signs (and if you don't have a lot of people to staff the course), there could be one person getting people started, watching for hazardous behaviors, and giving the prize for completing the course.

If you have more staff available, a hands-on approach can be taken. In this situation an interpreter goes through the course with the participants. This allows us to tell the people a little more about the animal in the challenge and answer any questions that may arise. It is also a bunch of fun to go through the obstacle course!

There are many adaptations that can be made to make the course harder for the older kids and groups. One that we utilized was to have the kids go through the course as fast as they could (without running). Make sure to have a stop watch if this is an option that you would like to try.

It's as easy as 1, 2, 3. Activity Procedure:

1. Introduce the participants to the challenge and how things work.
2. Either have the participants work through the course or take them through the course (specific movements also outlined on the challenge map)

Challenge #1: The Treetop Shuffle. Participants walk across the beam, if their feet touch the ground they have to start over.

Challenge #2: Hunters of the Night. Participants stand at the cones with their back to the buckets and try to toss the bean bags into the buckets.

Challenge #3: Leaping Lily Pads. Participants jump from one lily pad to another.

Challenge #4: It's a Heavy Load. Participants run through cone course holding a yoga ball or bouncy ball (depending on age/size of participant) on their back.

Challenge #5: White-Tailed Deer Race. Participants run as fast as they can from the first set of cones to the second set of cones.

3. Once they have completed the course give them a token of appreciation (example: Let's Go Outside pencils) and thank them for taking the Wildlife Challenge.

#### Additional Resources

The following are activities that could be helpful in designing a new thematic obstacle course or modifying the Wildlife Challenge.

Flying Wild: An Educator's Guide to Celebrating Birds, The Great Migration Challenge activity, pg. 164 – 170.

Project Learning Tree, Can It Be Real? activity, pg. 54 – 58

Project Learning Tree, Birds and Worms activity, pg. 111 – 112

Project Learning Tree, Tree Factory activity, pg. 269 – 272

Project WET, Just Passing Through, pg. 166 - 169

Project WET, Macro-invertebrate Mayhem, pg. 322 – 327

Project WILD, The Thicket Game, pg. 120 – 121

Project WILD, Quick Frozen Critters activity, pg. 122 – 124

Western Regional Environmental Education Council, Hooks and Ladders activity, pg. 76 – 80.

WOW! The Wonders of Wetlands, Salt Marsh Players activity, pg. 165 – 168

WOW! The Wonders of Wetlands, Hydropoly activity, pg. 260 – 265