



Beginner Birders - Bird Adaptations and Birding Hike

Program Description for Homeschool Teachers

Programs are subject to change based on weather, temperature, road conditions, public health and safety concerns.

Synopsis

During this program, students will explore the many species of birds that wetlands help support. By engaging in a habitat relay race and a bird beak adaptation game, students will discover how different types of birds are adapted to survive in different habitats. Students will explore the birds in the area and learn to ID them through an interactive birding hike, binoculars provided.

Objectives - Students will:

- Investigate the differences in bird adaptations between different habitats
- Discover how different bird beaks are suited to different diets and habitats
- Learn how to use binoculars
- Explore what birds live in the area and learn to identify different species by sight and sound

Program Length: 2 hours

Location: Benson Marina Recreation Area - 4401-4929 W 3000 N, Benson, UT 84335

Seasons Offered: Spring

Logistics:

- Park in the Benson Marina parking lot, where you will be met by your Naturalist Educators.
- Program will begin and end on time.
- Students should wear comfortable clothing that may get dirty.
- We will be outside for the entirety of this program, dressing in layers is advised.
- Closed toe shoes are appropriate. Please, **no flip flops**.
- Students should wear visible name tags (packing tape over a name tag keeps them from falling off).
- Please bring one adult per five students.
- Vault toilets will be available for students to use the bathroom if necessary.
- Water fountains are not available at the marina, but students are encouraged to bring a full water bottle.

Curriculum Connections:

SEEd Strands Addressed:

- **K.2** - Living Things and Their Surroundings
- **1.2** - The Needs of Living Things and Their Offspring
- **2.2** - Living Things and Their Habitats
- **3.2** - Effects of Traits on Survival
- **4.1** - Organisms Functioning in Their Environment