

## Boutique Education Nature Camp

### Course Outline

<b>Learner Profile</b>	Campers will be split into two groups: Age 5-7 Age 8-10
<b>Learning Objectives</b>	This camp will build compassion and appreciation for plants and animals across our planet.
<b>Structure</b>	Five days, Monday to Friday, from 9:30 am to 4:00 pm Morning break is around 10:30-11:00, when possible, and lunch is 12:30-1:30
<b>Staff</b>	One teacher will lead instruction and one assistant teacher will help with behaviour management, set up, and cleaning up
<b>Delivery</b>	June to August 2021

# Curriculum and Schedule

## Day 1

Theme: Safari				
Time	Focus	Activity	Description	Resources
9:30-9:40	Opening	Introduce Theme	<p>Talk about what animals you would see on safari. Look at a map to see where these animals live.</p> <p>Look at a <a href="#">world map with animals</a>. First, get students to use stick tack to add the labels for the continents. Then, ask one student to say "I spy + an animal's name." The other students should scan the map for that animal and call out the name of the continent where it lives.</p> <p>Next, call out the names of some safari animals (elephants, tigers, etc.) and ask which continent(s) they live on.</p>	Computer Projector / TV Names of the continents on cut up strips of paper
9:40-10:00	Movement	Parachute Games	<p>Play some parachute games so students can get to know each other's names.</p> <p><b>Who's That?</b></p> <p>Campers are divided into two groups. Hold hold the parachute between the two groups and one camper from either side is chosen to go right in front of the sheet. On the count of three the sheet is dropped and the campers who were chosen, who are now facing each other, must say the other's name as quickly as possible. The one whose name gets said first must go over to the other side.</p> <p><b>Who's Missing?</b></p> <p>One camper is sent away to be the detective. Another camper is chosen to hide under the parachute. The detective returns and tries to figure out who</p>	Parachute

			is under the sheet based on who is missing from the group. Try putting 2 or more people under the sheet for humps of fun!	
10:00-10:30	Science	Virtual Field Trip	<p>[Ages 5-7] Watch a video of a <a href="#">National Geographic Safari book</a> being read aloud</p> <p>[All Ages] Take a <a href="#">Virtual Safari Field Trip</a> (13 min) to Africa with Ninja Kids</p> <p>As you see a new animal, pause the video to discuss with students:</p> <ul style="list-style-type: none"> <li>• What is the animal doing?</li> <li>• What do you notice about the animal's habitat?</li> <li>• How does the animal move?</li> <li>• How does the animal interact with others?</li> <li>• What else do you think the animal does in this habitat?</li> <li>• What do you notice when you look closely at the images?</li> <li>• What would a scientist notice about this animal?</li> </ul>	Computer Projector Speakers
10:30-11:00	<b>Snack Time</b>			
10:30-11:40	Creativity	<p>Safari Playdough 3D Model</p> <p>Magazine Silhouette</p>	<p>[Age 5-7] Make <a href="#">binoculars</a> (out of toilet paper tubes. Create a 3D <a href="#">Safari Playdough</a> model. Work as a group to make (and play with!) a single 3D model of a grassland safari using playdough, grass, sticks. Explore the 3D model with the binoculars.</p> <p>[Age 8-10] <a href="#">Magazine Silhouette</a> Create a silhouette of a safari animal using <a href="#">templates</a> of different safari animals and cut up magazine strips.</p>	<p>2 toilet paper tubes / child</p> <p>Playdough Grass Sticks *** Printed templates of animals Magazines Glue sticks Scissors</p>
11:45-12:45	<b>Lunch</b>			

12:45-1:15	<b>Walk to Fort Canning</b>			
1:15-2:45	Movement	Animal Safari Scavenger Hunt	<a href="#">Animal Safari Scavenger Hunt</a> One counsellor hides a set of stuffed animals (or plastic toy animals or animal flashcards) in the park. Campers hunt for them and get a stamp or sticker for each to collect when they find them.	Set of animal flashcards Set of stickers or stamps
2:45-3:15	<b>Walk to Boutique Education</b>			
3:15-3:35	Movement	African Animal Yoga	Watch and move along to <a href="#">Yoga Time! Jungle Safari Kids Yoga</a> .	Computer Projector Speakers
3:35-4:00	Wrap Up	Journal	<p>[Ages 5-7] Write about your favourite animal using <a href="#">the sentence starter prompts</a> and draw a picture.  My favourite animal is _____.  I like it because _____.</p> <p>If there's extra time, colour in the <a href="#">Safari Hidden Picture</a> worksheet.</p> <p>[Ages 8-10]  Write a diary from the perspective of one of the animals using the <a href="#">Safari Writing Frame</a> worksheet</p>	Writing worksheets Hidden picture worksheets

## Day 2

Theme: Rainforest				
Time	Focus	Activity	Description	Resources
9:30-9:40	Opening	Introduce Theme	<p>Learn about some of the plants and animals who live in the rainforest and where it is located.</p> <p>[Ages 5-7] Watch the story <a href="#">Rainforest Adventures</a> (9 min) be read aloud</p> <p>[Ages 8-12] Learn about some of the animals that live in the rainforest and where in the rainforest they live in <a href="#">The Rainforests as Habitats</a> slides</p> <p>You may also want to <a href="#">watch an introductory video</a> to introduce the rainforest.</p>	Computer Speakers Projector or TV
9:40-9:50	Movement	Tiger, Tiger, Leopard  “Tiger, Tiger, Where’s Your Bone?”	<p>[Age 5-7] Play Tiger, Tiger, Leopard; this is a variation of <a href="#">Duck, Duck, Goose</a>.</p> <p>[Age 8-10] Play “Tiger, Tiger, Where’s Your Bone?”. A Variation of <a href="#">Doggie, Doggie, Where’s Your Bone? (p.3)</a>.</p>	A plastic bone or laminated paper bone
9:50-10:30	Science	Virtual Fieldtrip	<p>Take a <a href="#">virtual field trip</a> to the rainforest and go over the slides as a class. Then <a href="#">watch a video</a> about how the rainforest is important to all of us (0:00-0:53) and the threats to the rainforest. Then, make a <a href="#">Save the Rainforest poster</a>.</p>	Computer Projector or TV White cardstock Markers or coloured pencils
Filler	Science	Rainforest Animals	<p>Read the <a href="#">rainforest animals fact files</a> and fill in the notes and the complete a <a href="#">rainforest word search</a> or <a href="#">design your own rainforest animal</a>.</p>	Printed word searches Rainforest animals fact sheets
10:30-11:00	<b>Snack Time</b>			

11:00-11:15	Story	Pythons	Watch the story <a href="#">The Greedy Python</a> by Richard Buckley and Eric Carle or read a paper copy aloud.  Watch a clip from <a href="#">National Geographic</a> on pythons	Computer Speaker Projector / TV
11:15-12:00	Creativity	Paracord Python	[Age 5] Make a <a href="#">Paper chain python</a> [Age 6-10] Make a <a href="#">Paracord python</a>	Paracord – two 8 foot lengths of paracord for each snake. Scissors Ruler Pencil Lighter Googly eyes Clear tape Hot glue or strong craft glue, like E6000
12:00-12:15	Movement	Jump Rope Games	Play Wind in the Trees, Snake in the Grass. This is a variation of a popular <a href="#">jump rope game</a> where two children wave (like the wind) or wiggle (like a snake) the jump rope and other students need to hop over the rope.	Use long twine or thread
12:15-12:30	Mindfulness	Colouring Pages	Colour in the <a href="#">rainforest animals colouring</a> pages ( <a href="#">see more</a> )	Coloured pencils Colouring pages
12:30-1:30	<b>Lunch Break</b>			
1:30 - 3:00	Arts & Crafts	Rain Sticks /	<a href="#">Make rain sticks</a> (Ages 5-7) out of cardboard tube decorated with paint and washi tape. The rain sticks will be filled with white rice to simulate the sound of the rain.	sturdy cardboard tubes (aluminum foil tubes or plastic wrap tubes are perfect) acrylic craft paint paint brushes wax paper aluminum foil

		Rainforest Shoebox Diorama	<a href="#">Rainforest Shoebox Diorama</a> (Ages 8-12) Here is <a href="#">an example</a> .	rice washi tape **** 1 shoebox / student paintbrush green and brown paint (blue paint is optional) fallen leaves/different shades of green crêpe paper ruler brown paper/card green string/green pipe cleaners colouring pens/pencils natural objects e.g. pebbles, stones, twigs, dried leaves sticky tape scissors glue animal templates (optional)
3:00-3:30	Movement	What Time Will it Rain	<p>This is a variation on <a href="#">What time is it Mr Wolf?</a>. One student is the rainmaker. She or he carries a rain stick and stands with his or her back to the other campers.</p> <p>Campers play the role of jungle animals. Explain that when the rain comes the rainforest animals will run back to the starting line since they want to find a nice dry place to rest.</p> <p>Campers ask the Rainmaker “What time will it rain?”. The rainmaker will say a number, ie., “In two hours”. Campers take two steps towards the Rainmaker. When the Rainmaker answers “Now!” the campers run back</p>	

			to the starting line trying not to get caught. If the Rainmaker catches them then they become the new Rainmaker.	
3:30-4:00	Circle Games	Monkey Leader	[Age 5-7] One player is the guesser. One is the monkey. All other players copy the monkey. Send one student outside. Choose a monkey. The guesser comes back in and has to guess which child is the monkey. This is a variation of <a href="#">Who's the Leader (p.6)</a> .	
		Pass the Thunder, Rainstorm	[Age 8-10] Play Pass The Thunder. Sit in a circle. Play a variation of <a href="#">Pass the Clap (p.7)</a> .  For an extra challenge, if students were successful in the previous game, play Rainstorm. Stand in a circle. Kids use their hands and feet to imitate the <a href="#">sounds of the rainstorm</a> . Here are <a href="#">written instructions</a> .	

### Day 3

Theme: Local Gardens (Orchids and Butterflies)				
Time	Focus	Activity	Description	Resources
9:30-9:40	Opening	Introduce Theme	Introduce today's theme: gardens. Watch a short video on the <a href="#">lifecycle of a butterfly</a> (Ages 6-7) or <a href="#">orchids</a> (Ages 8-12)	Computer Projector / TV Speakers
9:40-10:30	<b>Travel to Botanic Gardens / Fort Canning</b>			
10:30-11:15	Explore	Orchid Garden	Explore the Orchid Garden at the botanic gardens. Keep your eyes open for butterflies!	Sunscreen Bug spray Admission \$?



11:15-11:30	<b>Snack Time</b>			
11:30-12:00	Creativity	Sun Art Prints /	<a href="#">Sun Art Prints</a> (Ages 5-7) Campers will choose a leaf or other natural object(s) and place it on top of <a href="#">SunPrint Paper</a> in the sun for 5 minutes to create a blue and white impression.	1 SunPrint paper / Student  Leaves, twigs, flowers
12:00-12:30	<b>Travel to Boutique Education</b>			
12:30-1:30	<b>Lunch Time</b>			
1:30-2:30	Science	Life Cycle of a Butterfly	Learn about the life cycle of a butterfly with <a href="#">some slides</a> . Older students can also <a href="#">read a nonfiction worksheet</a> aloud to younger students or summarise the main facts for them.  Next, <a href="#">watch a timelapse video</a> to see how the stage unfold. Pause the video periodically and ask students to identify which phase they are seeing.  Then, make a <a href="#">Butterfly Life Cycle</a> craft that shows the life cycle using cardboard, paper, and wood.	<a href="#">1 reading worksheet</a> (lower level, only text, no multiple choice questions)  Cardboard Small twigs / sticks Green cardstock paper in 2 shades White cardstock Colored markers Black marker Butterfly life cycle template ( <a href="#">free</a> )
2:30 - 3:30	Arts & Crafts	Butterfly Symmetry Art	Create <a href="#">Butterfly Symmetry Art</a> . Fold a piece of paper in half. Draw half a butterfly. Go over the design in black glue. Fold the paper in half completely to create a design on the other side.	Black glue Paintbrushes Pencils 1 Watercolour paper / student Watercolours

				White and black oil pastels
3:30-4:00	Circle Games	Butterflies and Bees	<p>One camper will be the bee. He or she will have a stinger (soft object). Everyone else is a butterfly. The bee must go around stinging the butterflies (hitting them on the legs with the soft object). A butterfly that has been stung must stop where it is and freeze.</p> <p>For a butterfly to heal, 2 untagged butterflies must link arms around the injured butterfly and escort them to a designated area in the middle where the bees cannot go. The injured butterfly will count out loud to 5 and then can get back into the game.</p> <p>The game ends when all the butterflies are stung or when it gets boring.</p> <p>A few things to note: Butterflies that are escorting another butterfly cannot be tagged. No butterfly can hide out in the safe area.</p>	1 soft object that can be used as a bee stinger
		Hungry Butterflies	<p>Play Hungry Butterflies. Choose 3 kids to be the butterflies. The other students should sit at the table with their heads down and their thumbs (aka "flowers") up. The butterflies will each choose one "flower" to eat the nectar from by tapping one of the campers who have their heads down on the thumb. Then, students whose heads were down will guess who tapped them. If they are correct then they become butterflies. This is a variation of <a href="#">Heads up Seven Up (p.4)</a>.</p>	

## Day 4

Theme: Desert				
Time	Focus	Activity	Description	Resources
9:30-9:40	Opening	Introduce Theme	<p>[Age 5-7] Watch a video on the desert from <a href="#">SciShow Kids</a></p> <p>[Age 8-10] Watch video from <a href="#">National Geographic</a></p> <p>Look at a <a href="#">map of desert areas</a> and talk about where the major deserts in the world are located.</p> <p>Talk about the types of plants and animals that live in the desert.</p>	Computer Speakers Projector / tv
9:40-10:00	Movement	Animal Dance Battle	Students will be doing animal poses while dancing and play rock, paper, scissors to find the winner	Speakers
10:00-10:30	Game	Desert Bingo	Play <a href="#">Desert Bingo</a>	<a href="#">Printed desert bingo set</a> (\$5)
10:30-11:00	<b>Snack Time</b>			
11:00-12:15	Story & Game	Camel Race	<p>[Age 5-7] Watch a video of the book <a href="#">The Wooden Camel</a> being read aloud. Or, read a paper copy of the book aloud.</p> <p>Then, students will have their own <a href="#">Camel Race</a> . Give each student a pre-cut camel template and a little time to decorate it. Then, campers will attach a piece of straw to their camel and feed a piece of string through it. All strings will be tied to a chair across the room. Someone will call,</p>	Computer Speakers TV or projector Pre-cut camel templates 2 spools of string  ***

		Camels: How They Survive in the Desert	<p>“Ready, set, go!” and campers will race to get their camels across the room by moving the string.</p> <p>[Ages 8-10] Watch the Video <a href="#">How do Animals Survive in the Desert</a> (4 min)</p> <p>Then, view the slideshow <a href="#">Camel Adaptation</a> which includes a quiz. Then, on the worksheet <a href="#">Animal Adaptation</a>, label the picture of a camel with the different ways it has adapted. On a separate sheet of paper, draw the camel’s habit. Cut out the picture of the camel with its adaptations and stick it to a the drawing of its habitat.</p>	Camel Adaptation PPT Animal Adaptation Activity Sheet, Level 2
1:30-3:00	Arts & Crafts	<p>Potted Playdough Cactus</p> <p>Terrarium</p>	<p>[Age 5-7] Make a <a href="#">Potted Playdough Cactus</a>. First, make the playdough recipe together with the campers. Then, instruct students to put stones in small plant pots. Build the body of the cactus out of playdough. Add pipe cleaner or toothpicks for thorns.</p> <p>[Age 8-10] Make a <a href="#">Desert Terrarium</a>. Campers will design a desert terrarium with sand, rocks, a small cactus and/or succulent and some moss. Discuss how to care for the terrarium</p>	<p>1 small pot / student Small rocks (to fill pot) Green playdough Toothpicks White or beige pipe cleaners</p> <p>*** Glass jars Soil Small rocks 2-3 succulents / student Optional: mini plastic figurines</p>
3:00-3:30	Circle Games	Clouds in The Sky	Explain to students that in the desert it seldom rains. So, clouds are very important because they bring the rain. Tell students that the grey/white balloons are clouds. Their job is to keep the clouds in the sky.	Grey and/or white balloons

			Campers stand in a circle and hold a long ribbon or rope. The teacher throws the balloons into the air. The group holds hands and tries to keep the balloons from touching the ground without letting go of the ribbon/rope.	Long ribbon / rope
3:30-4:00	Closing	Plenary & Reflection		

## Day 5

<b>Theme: Under the Sea</b>				
<b>Time</b>	<b>Focus</b>	<b>Activity</b>	<b>Description</b>	<b>Resources</b>
9:40-9:50	Opening	Introduce Theme Get Ready	Introduce theme, Under the Sea. Get ready to go on the field trip.	
9:50-10:20	<b>Travel to SEA Aquarium</b>			
10:20-10:30	<b>Quick Granola Bar Snack</b>			
10:30-1:00	Science	Explore	Explore the SEA Aquarium	

1:00-1:30	<b>Travel to Boutique Education</b>			
1:30-2:30	<b>Late Lunch</b>			
2:30-3:30	Arts and Crafts	Ocean Slime Jars / Shell Mosaic	[Age 5-7] <a href="#">Ocean Slime Jars</a>  [Age 8-10] <a href="#">Shark Bottle-String-Ball Catcher Game</a>	1 jar / student Glitter glue Baking soda Contact lens solution Glitter Ocean creature toys  *** 1-2 recycled plastic bottles / student Spool of twine Scissors Permanent markers
3:30-4:00	Closing	Journal	[Age 5-7] <a href="#">Find, Colour, and Count</a> the sea animals and discuss which ones you saw that day.  [Age 8-10] Watch the video What is Marine Conservation and use the <a href="#">Blue Abyss Writing Page</a> to write about what animals the campers saw at the aquarium/in the video and what can be done to conserve them. Share ideas as a group.	Find, colour, count worksheet  Blue Abyss writing page
3:30-4:00	Movement	Games	Play Jelly Fish Jump by hopping from one “jelly fish” (hula hoop) to the next. Try to make it all the way across the room as the “jelly fish” get further apart!	Use thread to make a circle

			<p>Next, sit in a circle for Whale Tale. One person will whisper a tall tale to the person beside them who has to repeat the “whale tale” to the next person until the story has moved all the way around the circle.</p> <p>After that, play Wave Surfer and take turns jumping across the waves (a moving jump rope) to reach the other side.</p> <p>Last, play a parachute game called Deep Sea Diver. Campers will have to run under the parachute to try and retrieve buried treasures.</p>	
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## Day 5 - Without Excursion

Theme: Under the Sea				
Time	Focus	Activity	Description	Resources
9:40-9:50	Opening	Introduce Theme	Introduce theme, Under the Sea. Watch 15mins of <a href="#">Our Planet   Coastal Seas</a>	
9:50-10:10	Arts and Crafts	Origami fish & frogs	<p>Break the video into 3 segments of 15mins to reduce prolonged screen time.</p> <p><a href="#">Origami fish</a></p> <p><a href="#">Origami frogs</a></p>	

10:10-10:20	Movement	Frog race	Have a race with the origami frogs.	
10:20-10:30	<b>Quick Granola Bar Snack</b>			
10:30-10:45	Science	Explore	Watch next 15mins of <a href="#">Our Planet   Coastal Seas</a>	
10:45-11:30	Arts and Crafts	Toilet Roll Fish	<a href="#">Design their own fish</a>	
		Decorate a fish	<a href="#">Colouring the fishes</a> Competition - Best fish will receive a gift (Either snacks or the live fish can be the gift) - Subjected to parent's approval	
11:30-1 pm		Explore	Introduction to Betta Fish - <a href="#">How to take care of them</a> Watch video - <a href="https://www.youtube.com/watch?v=73htl8avyWc">https://www.youtube.com/watch?v=73htl8avyWc</a> <a href="#">Receive Care sheet</a>  For approved students, they will bring home the fish. Non-approved, will only play with the fish and not bring home.	
1:30-2:30	<b>Lunch &amp; Closing</b>			