

Wildlife Champions (2nd and 3rd Grade)



CAMP DESCRIPTION

Who'll come out on top and become this year's WILDLIFE CHAMPION? Will it be an elephant by a nose? In these games, we'll examine habitats and adaptations to discover why some animals thrive when others can't compete. No doubts about it - this camp is a winner!

WEEK OVERVIEW

*Daily Schedule Subject to Change. *Animal Ambassador subject to change based on animal needs**

	<i>Monday</i>	<i>Tuesday</i>	<i>Wednesday</i>	<i>Thursday</i>	<i>Friday</i>
Question of the Day	How do fish and other animals hunt in unique ways?	Why are some animals so good at balancing, swinging, and jumping?	How can we (animals) keep ourselves warm when swimming long distances in very cold water?	What makes an animal good at running either really fast for a short time, or really far for a long time?	Can you use what you learned this week and work together to create and complete an animal-inspired decathlon?
Animal Ambassador Experience	Tenrec OR Bullfrog	(Tree) Snake OR Milk Frog	Asian Box Turtle OR Boreal Toad	Pancake Tortoise OR Skink	
Activities & Explorations	Explore Tropical Discovery & Visit DMNS Bugs exhibit!	Can you build something (based on an animal) that will make you better at balancing? Explore Toyota Elephant passage.	Explore Northern Shores. Design something which could help you swim better? Visit City Park Fountains!	Explore Predator Ridge & the Ranges. Do a "time-crunch" speed-build challenge using teamwork!	Design a series of Olympics events! Explore penguins!

REMINDERS

- Camp runs in rain or shine. Make sure your camper is dressed for the weather.
- Campers are required to bring:
 - Backpack
 - Sack lunch + 2 snacks
 - Water bottle
- **Please note the day your child's camp group will take walking field trips to the Denver Museum of Nature & Science and to the City Park H2O Odyssey Fountains.** Campers will have the opportunity to explore the DMNS Bugs exhibit! While playing in the fountains, campers must keep their **camp shirt** and pants/shorts on – quick dry shoes and shorts are recommended on this day, but not required. Campers are welcome to bring a change of clothes, but usually dry by the time we return to the zoo.
- Drop-off and Pick-up occurs at the Special Programs Entrance (Gate 1), according to their designated time window. You will need to bring an ID **every day** for pick-up.
 - Drop-off: **8:45-9:00 AM**
 - Pick-up: **3:45-4:00 PM**