

LEARNING GOALS

- **Discover** the importance of wetlands to living things and the environment in the local region
- Appreciate the important role wetlands play in habitat and ecosystems
- Spark curiosity and inquiry questions around wetlands, wildlife and the environment
- Inspire stewardship to take action in local green initiatives
- **Develop** communication, teamwork, problem solving and leadership skills

WHAT IS WOW?

WHEELS

- **FREE** experiential wetlands education for schools and classrooms
- Connected to BC curriculum and grounded in science
- Fun and challenging experiential learning activities for meaningful wetlands education
- Includes experiential and inquirybased lesson plans for deep learning
- 3 participation options to meet school, teacher and student needs



OPTION 1 - ESCAPE ROOM

Age: Grade 4+

Time: 50-60 minutes

Group Size: One class at a time

Activity: Students will work in small and large groups to solve a series of puzzles, unlock clues and be part of the solution to save the wetland. They will need to use critical thinking skills, problem solving skills and communication skills.







Age: Grade 4+
Time: Half day

Group Size: Two classes at a time

Activity: Same activity as Option 1 with the addition of Outdoor field activities. These activities include experiential outdoor games to learn and understand the important ecological value of wetlands. Students will need to be dressed for the outdoors and be ready to be physically active.

OPTION 3 - LEADERSHIP MODEL

Age: Leaders - Grade 6+, Participants - Entire school

Time: Full day for leaders, 60-90 minutes at the end of the day for entire school

Group Size: Up to 2 Classes

Activity: During the morning instructional blocks, the oldest students will be challenged with critical thinking, communication and leadership skills. The oldest students will then be tasked to lead the school in various learning activities to develop an appreciation for wetlands and understand the ecological value of wetlands.

