



Recommended 2nd Grade Programs

Blue Jay's education staff loves working with 2nd graders! Our one-hour programs are free and available for groups of 10-25 students plus chaperones. While our group programs are free, please be mindful that we are reserving this spot especially for your group—any cancellations must take place in writing at least 30 days in advance of your program date. **Programs go on rain or shine**—we have great indoor resources and activities to use when needed.

Call (919) 870-4330 or email bluejaypoint@wakegov.com to make a reservation.

- **Incredible Insects** Through a variety of activities and a garden walk, learn what makes an insect an insect, how they grow and where we can find them. (year-round) **OR**
- **Field Follies** – Search grassy edges of the park with a sweep net looking for the amazing variety of insects that live there. (mid-May–mid-October) **Essential Standards** 2.L.1.2, 2.L.2.1 **Note to Group Leader:** This one hour staff-led program is greatly complemented by using one or more of the following **Discovery Boxes** (under your direction) immediately before or after the program. Call to reserve these boxes for your group's use.

BUG BINGO

- Length:** 30 minutes – 1 hour **Source:** Naturescope
Area: Indoors or Outdoors
Summary: Introduce insect habitats and look at the ways insects find food, water, shelter, and a place to lay eggs. Test abilities to spot insects and habitats with a bingo game while on a hike or as a sit-down game with clues.

CAMO-CREEPERS

- Length:** 30 minutes **Source:** Project WILD
Area: Outdoors – meadow, wooded trail, parking lot margins
Summary: Experience the thrill of the hunt learning about predator and prey camouflage while searching for pipe cleaner “walking stick insects.”

WOODLAND BINGO

- Length:** 30 minutes – 1 hour **Source:** D’Nise Hefner
Area: Anywhere—especially the 1/2 mile Azalea Loop Trail
Summary: Practice your observation skills looking for items in nature on this focused nature hike/scavenger hunt, then play bingo again a sit-down game with clues relating the ecological significance of each item.

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- **Amphibian Antics** Explore the characteristics of amphibians as we search our pond for amphibian adults and larvae. (1 chaperone for every 5 students needed) **Essential Standards** 2.L.1., 2.L.1.2, 2.L.2.1, 2.L.2.2, 2.G.2.2. **Note to Group Leader:** This one hour staff-led program is greatly complemented by using one or more of the following **Discovery Boxes** (under your direction) immediately before or after the program. Call to reserve these boxes for your group's use.

MEET A MATE

- Length:** 30 minutes **Source:** Naturescope
Area: Anywhere
Summary: Students test the accuracy of their sense of hearing and compare themselves with animals that communicate largely by sound rather than sight. Find a mate who sounds like you!

BEAT THE CLOCK

- Length:** 45 minutes **Source:** Adapted from *North Carolina WILD Places*
Area: Indoors or Outdoors – open area
Summary: Students attempt to “beat the clock” while exploring amphibian development and some of the difficulties facing amphibian habitats. For an amphibian, development is a very risky business, as once the egg has been laid, there’s no turning back. The trick is to develop lungs and get out of the vernal (temporary) pool before it dries up, a task that is not easily done. Information on several of North Carolina’s special amphibian species is included.

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● **Pond Study** Learn about aquatic insects and other animals, how to identify them, and how they make their living in a watery world (the focus of this program is on life cycles) (1 chaperone for every 5 students needed)
Essential Standards 2.L.1. 1, 2.L.1.2, 2.L.2.1, 2.L.2.2, 2.G.2.1, 2.G.2.2 **Note to Group Leader:** This one hour staff-led program is greatly complemented by using one or more of the following **Discovery Boxes** (under your direction) immediately before or after the program. You may feel more comfortable leading some of these **Discovery Boxes** if you preview them first—email or call us to arrange a preview or to reserve these boxes for your group’s use.

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Tips for planning a field trip to Blue Jay Point County Park

- Call early to schedule your programs and have several dates in mind—Spring fills quickly and Fall is awesome!
- Jr. Discovery Boxes are available at **no charge** for your group to use in the park as an additional activity during your visit. You must reserve these in advance by calling (919) 870-4330.
- Be sure to allow enough time to travel to Blue Jay and **visit the restrooms** if needed before your program is scheduled to begin.
- **Field trips go on rain or shine**, as we have great indoor resources. Have children dress appropriately for their Blue Jay experience, including closed toe shoes and weather appropriate outerwear. Each program contains indoor and outdoor activities, which will be done weather permitting. We will substitute additional, suitable indoor activities (and Jr. Discovery Boxes) when needed.
- If your schedule permits, you may enjoy snack/lunch in the picnic area and time on the playground after your staff-led program. While there are no picnic shelters or indoor eating space at Blue Jay, the Education Center has a very large covered porch that can be used for snack/lunch in case of inclement weather.

Blue Jay Point County Park
3200 Pleasant Union Church Road
Raleigh, NC 27614
www.wakegov.com/parks/bluejay
(919) 870-4330