



Children's Museum of Oak Ridge

Junior Eco-Ranger's Patch Program

Become a Junior Eco-Ranger and explore the great outdoors. Mingle with plants, animals, and everything in between.

The Junior Eco-Ranger Program is an excellent opportunity for youth 9-12 years of age to explore the Children's Museum of Oak Ridge and learn about the rich natural and cultural history of the Museum.

The Junior Eco-Ranger Program also encourages youth to be physically active in the outdoors by participating in exciting recreational opportunities at the Children's Museum and in our communities at large.

As a Junior Eco-Ranger you will:

1. Explore nature and the history of the Children's Museum of Oak Ridge
2. Gain knowledge to share with others
3. Protect the valuable resources in our community and state
4. Be physically active in the outdoors.

When participants have met all the requirements, they will receive an official Children's Museum Junior Eco-Ranger embroidered patch.



Junior Eco-Ranger Patch Program Requirements:



Time: Five activity sessions lasting 45 minutes.

Learning Standards: Organisms are interdependent; they all depend on non-living components of the earth. While every organism goes through a life cycle of growth, maturity, decline, and death, its role in the ecosystem also changes. Biodiversity results from the interaction of living and non-living environmental components such as air, water, climate, and geological features.

Objectives:

Complete Five (5) activities, including two marked with an asterisk (*)

1. Do an ecology scavenger hunt in your school yard or the Children's Museum of Oak Ridge Environmental Center.
2. Do a recipe for a mini-world. A terrarium is a small world in an enclosure and is made up of living things, soil, water, light, and air.
3. Go on a walk/trail hike; examine the soil, water, and air. Do you see evidence of people? Make notes on what is made by people and what is not. Compare to see how much the area has been impacted by the presence of people.
4. Create an aquarium with pond or creek water and draw the changes that take place over a period of time.
- *5. Name the things all plants and animals must have to live. Tell what a habitat is. Visit a nature center, wildlife refuge, wildlife management area, or the Children's Museum of Oak Ridge Environmental Center. Find out how they are managed.
6. Become acquainted with plants, trees, shrubs, grasses, etc. Learn how plants get their food and water. Visit the Children's Museum and find out what living things depend upon these plants for food and shelter.
7. Make your own environmental discovery tools or pieces of collection equipment you can use to explore a pond, collect rocks, predict weather, or observe wildlife and try them out

at your school grounds or the Children's Museum. Learn how to use them. Show others how to use these skills of discovery.

8. Watch birds, insects, and wild plants around your home or the Children's Museum. Note how they are connected. Keep eco-notes of your discoveries and ask your teacher to set up times to share with your classmates.
- *9. Do an eco-friendly environmental improvements project with your school, after-school class, or gardening group. Clean up the museum or school grounds, pick-up trash, or adopt a sidewalk or trail near the museum, your school, or community. Or make a list of things happening in your community that hurt the environment, and do something about one of them for a class project. Plan a project with your family or classmates to improve your community environment, such as planting and/or maintaining a tree to reduce air pollution, or a recycle project.
10. Go on a low-impact picnic and leave no trace that you were there.
11. Investigate how pollution affects the water around you.
12. Join a community or school cleanup effort for at least one day.

Assessment:

1. Explain what a terrarium is and what is in the contents.
2. Explain what birds, insects, and wild plants are around your home, school yard or museum.
3. Complete five activities from the Eco-Ranger patch program.

Source: Adapted from programs developed by Bucky Smith, CRPP

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