

After-school Programs

WILDLANDS CONSERVANCY'S AFTER-SCHOOL PROGRAMS provide educational activities centered on the land, water, and creatures that make up our environment. These engaging sessions allow students to explore their interests in the natural world within the safety of familiar and positive surroundings. With options that focus on STEM, art, biology, literature, and more, the ways to combine learning and care are practically endless. All of our offerings meet Pennsylvania Science, Technology & Engineering, Environmental Literacy & Sustainability (STEELS) Standards.

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PRICING
STARTS AT
\$75
PER
STUDENT.

After-school programs meet **ONCE** a week for **SIX** weeks.

KINDERGARTEN

Animal Tales

Students are introduced to live animals and various ecosystems through beautifully illustrated storybooks. Each lesson successfully kindles empathy and compassion for wildlife, thus building a sense of environmental awareness while fostering environmental stewardship.

Woodland Magic

With a focus on environmental exploration, students use elements of the engineering design process to create a micro village. Students learn navigational skills to find a buried treasure. Imagination and open-ended discovery are emphasized.

GRADES 1-5

Build a Naturalist

A comprehensive study of birds, amphibians, reptiles, mammals, and insects give students insight into physical and behavioral adaptations, while getting a close-up look at our wildlife. The connection between botany, dendrology, and the animal world enhances participants' understanding of the world in which they live.

Legends of the Forest

The exploration of nature's mysteries can be magical. Scientific examination coupled with imagination yield a sense of wonder for the natural world. During this program, participants investigate forest ecology, geology, zoology, and botany. Participants will also apply their engineering skills to the creation of a magical village.





Nature's Story

Drawing a connection between literacy and nature, students are introduced to live animals through storybooks. This approach successfully sparks curiosity and compassion for the natural world, as students gain an impactful understanding of various creatures' needs. Broader scientific topics, ranging from habitats and ecology to anatomy and adaptations, are explored.

Outdoor Skills

Participants learn basic survival skills, including navigation and foraging techniques, administering first aid, building a shelter, and signaling for help. An additional focus on recreational skills like hiking, backpacking, snowshoeing, and tracking leaves children feeling more empowered and aware of their surroundings.

GRADES 6-8

Engineering in Nature

Biomimicry translates to the imitation of life. This science empowers people to create nature-inspired solutions to complex human challenges for a healthy planet. Students design and build machines that fly through learning experiences aligned to the STEELS Standards. We will take a close-up look at plants and animals to discover what has inspired, and is still inspiring, great minds to step outside the box and see what no one has seen before.

Outdoor Skills

Participants learn basic survival skills, including navigation and foraging techniques, administering first aid, building a shelter, and signaling for help. An additional focus on recreational skills like hiking, backpacking, snowshoeing, and tracking leaves children feeling more empowered and aware of their surroundings.



Shipwrecked on STEM Island

STEM activities are built around the story of your shipwrecked class stranded on a deserted island. Working in groups of two or three, students complete a number of different challenges designed to get them back to civilization. The program immerses students in hand-on inquiry and open-ended exploration, with student-driven ideas, designs and investigations. Participants may build a coconut catapult to defend against pirates, craft a waterproof container to house a message, or create a bridge to avoid crocodiles.

GRADES 9-12

Kickstarting Conservation Careers

Gain insight, knowledge, and experience related to many aspects of the conservation and environmental education fields with Wildlands Conservancy's Kickstarting Conservation Careers series. Whether a student's interests include land or aquatic habitat remediation, trail planning, wildlife, related technology, or administration, there are numerous jobs that support a healthy environment. This program features interviews with people working in the field, interactive activities, and exposure to local projects, partnerships, and career-related skills. Each session includes an encounter with one of Wildlands Conservancy's animal ambassadors and open discussion.

"I thought the program was extremely engaging and interactive. Oftentimes, many students become disinterested quickly. All of the facilitators and program design kept the large majority of our students engaged. All of the activities that were done with the students helped create an experience for them and provided for us to make connections later in the classroom."

JIM NOVAK, teacher at Building 21



AFTER-SCHOOL STEELS STANDARDS

PROGRAM	GRADE	STEELS STANDARDS
Animal Tales	K	3.1.K.A, 3.2.K.C, 3.3.K.B, 3.3.K.C, 3.3.K.E
	K-2	3.4.K-2.C, 3.5.K-2.D
Woodland Magic	K	3.1.K.A, 3.2.K.C, 3.3.K.B, 3.3.K.C, 3.3.K.E
	K-2	3.4.K-2.C, 3.5.K-2.D, 3.5.K-2.S, 3.5.K-2.V, 3.5.K-2.X, 3.5.K-2.AA, 3.5.K-2.BB, 3.5.K-2.DD
Build a Naturalist	K	3.1.K.A
	1	3.1.1.A
	3	3.1.3.A, 3.1.3.C
	4	3.1.4.A, 3.1.4.B
	5	3.2.5.G, 3.3.5.E, 3.3.5.F
	3-5	3.4.3-5.A
Legends of the Forest	1	3.1.1.A, 3.1.1.B, 3.1.1.C
	2	3.1.2.A, 3.1.2.B, 3.1.2.C
	4	3.1.4.A, 3.1.4.B
	5	3.1.5.A, 3.1.5.B, 3.2.5.G
	K-2	3.4.K-2.D, 3.5.K-2.S, 3.5.K-2.V, 3.5.K-2.X, 3.5.K-2.AA, 3.5.K-2.BB, 3.5.K-2.DD
	3-5	3.5.3-5.I, 3.5.3-5.N, 3.5.3-5.O, 3.5.3-5.P, 3.5.3-5.U, 3.5.3-5.Y
Nature's Story	1	3.1.1.A
	2	3.1.2.C
	3	3.1.3.A, 3.1.3.G, 3.1.3.H
	4	3.1.4.B
	5	3.1.5.B, 3.2.5.G
	K-2	3.4.K-2.C, 3.5.K-2.D, 3.5.K-2.S, 3.5.K-2.V, 3.5.K-2.X, 3.5.K-2.AA, 3.5.K-2.BB, 3.5.K-2.DD
	3-5	3.4.3-5.A, 3.4.3-5.F, 3.5.3-5.I, 3.5.3-5.N, 3.5.3-5.O, 3.5.3-5.P, 3.5.3-5.U, 3.5.3-5.Y
Outdoor Skills	1	3.2.1.A, 3.2.1.D
	2	3.1.2.A, 3.1.2.C, 3.2.2.C, 3.3.2.C, 3.3.2.D
	3	3.1.3.G, 3.1.3.H, 3.3.3.C
	4	3.2.4.D
	K-2	3.5.K-2.G, 3.5.K-2.K, 3.5.K-2.M, 3.5.K-2.N, 3.5.K-2.O, 3.5.K-2.Q, 3.5.K-2.V, 3.5.K-2.X, 3.5.K-2.Z, 3.5.K-2.AA, 3.5.K-2.BB, 3.5.K-2.DD
	3-5	3.4.3-5.A, 3.4.3-5.F, 3.5.3-5.B, 3.5.3-5.I, 3.5.3-5.M, 3.5.3-5.U, 3.5.3-5.FF
Engineering in Nature	6-8	3.4.6-8.H, 3.5.6-8.P, 3.5.6-8.Q, 3.5.6-8.S, 3.5.6-8.FF, 3.5.6-8.II, 3.5.6-8.KK
Outdoor Skills	6-8	3.5.6-8.P, 3.5.6-8.Q, 3.5.6-8.R, 3.5.6-8.S, 3.5.6-8.FF, 3.5.6-8.II, 3.5.6-8.KK
Shipwrecked on STEM Island	6-8	3.2.6-8.H, 3.4.6-8.C, 3.5.6-8.R, 3.5.6-8.S, 3.5.6-8.W, 3.5.6-8.AA, 3.5.6-8.FF, 3.5.6-8.II, 3.5.6-8.KK
Kickstarting Conservation Careers	9-12	3.3.9-12.H, 3.4.9-12.C, 3.4.9-12.H
Wildlife Presentation	K	3.1.K.A
	1	3.1.1.A
	3	3.1.3.A, 3.1.3.C
	4	3.1.4.A, 3.1.4.B
	5	3.2.5.G, 3.3.5.E, 3.3.5.F
	3-5	3.4.3-5.A
	6-8	3.1.6-8.D, 3.1.6-8.E, 3.1.6-8.H, 3.1.6-8.I, 3.1.6-8.J, 3.1.6-8.K
	9-12	3.1.9-12.H, 3.1.9-12.I, 3.1.9-12.L, 3.1.9-12.M, 3.1.9-12.N, 3.1.9-12.V, 3.1.9-12.W, 3.1.9-12.X, 3.4.9-12.A, 3.4.9-12.C

