



**1. Welcome and overview of the day's activities (5 minutes)**

**2. Getting acquainted (10 minutes)**

- Allow participants to introduce themselves.
- An ice-breaker activity works well here.

**Sample activities:**

**Project WILD**

Are You Me? (p. 64)  
Habitat Lapsit (p. 28)

**Below Zero**

Flaky Formations (p. 7)  
Winter Signals (p. 3)

**Wild about Sports**

Safety Breif (1.1)  
Compass Rose (1.6)

**3. Needs assessment (5 minutes)**

- Identify what participants expect/want to get out of the workshop.

**4. WILD Education (10 minutes)**

- Introduce the WILD Education programs.
- Explain that activities are designed to fit into all subject and skill areas and can be adapted to suit local needs.

**5. Facilitator showcase of WILD Education activities (90 minutes)**

- Conduct at least 3 appropriate activities from the activity guide.
- Show links to curriculum or youth programs.
- Match to local objectives, projects, or issues.
- Discuss adaptations for even broader use.
- Emphasize the introduction to each activity so participants understand vocabulary, key concepts and follow-up.

**Sample activities:**

**Project WILD**

Oh Deer (p. 206)  
Quick Frozen Critters (p. 147)  
Visual Vocabulary (p.161)  
Dragonfly Pond (p. 354)  
Adaptation Artistry (p. 139)  
Hooks and Ladders (p. 184)

**Below Zero**

Dress Like a Polar Bear (p. 113)  
Benefit of Big (p. 123)  
Snow Way to Hide (p. 81)  
Snakes and Ladders (p. 131)  
Snow Floats (p. 99)  
Winter-wise Insects (p. 83)

**Wild about Sports**

What is Wildlife (1.2)  
Whale of a Tale (1.7)  
Charting Shoreline Habitat (1.5)  
Following Water's Path (3.1)  
Litter Patrol (4.2)  
Assessing Water Health (4.3)

## 6. Walk through Wildlife guide (20 minutes)

- Refer to the “Conceptual Framework” section of the activity guide.
- Note format and components of the activities (objectives, method, background and information).
- Work through cross references — by subject, skill, grade, topic and setting (as applicable).
- Familiarize participants with the activity guide through a Q&A exercise (sample questions below):
  - Find an outdoor activity that covers mapping skills.
  - Find an aquatic activity that covers habitat loss.
  - Find an outdoor activity suitable for a grade 12 biology class.
- Find an indoor activity suitable for a grade 3 language arts class

## 7. Correlation with other resources and activities (10 minutes)

- Review the [Curriculum Fit](#).
- Review Online resources
- Other youth or community programming applicable to your participants.

## 8. WILD Peer Teaching (120 minutes)

- Have small groups of participants lead activities for the whole group.
- Divide groups by interest, organization, or needs.
- Discuss each activity to show connections and adaptability of programs.

### Individual planning (40 minutes)

- Discuss “How will I use WILD Education in my program or classroom?”
- Ask participants to contribute ideas on how to use the activity guides.
- Discuss props and safety issues around taking groups outside.
- Discuss how programs fit into national or local issues in the participants’ area.

## 9. Individual planning (40 minutes)

- Discuss “How will I use WILD Education in my program or classroom?”
- Ask participants to contribute ideas on how to use the activity guides.
- Discuss props and safety issues around taking groups outside.
- Discuss how programs fit into national or local issues in the participants’ area.

## 10. Evaluation and discussion (30 minutes)

- Distribute a WILD Education Participant Survey to each participant.
- Distribute supplementary resource material as appropriate.

**Total Time: 6 hours**

