

2nd and 3rd Grade Field Trips

Discover
Grow
Explore
Learn
Inspire

Field Trips (10-60 students)

2 & 2.5 Hour Options

Wildlife Tracking

Students will learn about various ways to track wildlife and how humans impact the environment.

Life Cycles

Students will learn about life cycles of a insects as we explore outside and collect insects.

Digging Deeper

Students will dig a little deeper into learning about soils, rocks, and even take a glimpse at fossils.

2.5 Hour Options

Aquatic Studies

Learn about the different animals that live in our many ponds at Oxbow. Students will also learn about the different ways these animals live in various habitats.

Who Polluted the River?

Learn about water pollution as students plan and carry out an investigation using an interactive river model.

Ozobots Animal Senses

Using robotics, students will learn about migration, senses, or behavior.

Map Reading

Students will learn how to read a map, navigate a map course.

STEAM LAB (10-60 students)

2.5 Hour Options

Bubble Adaptations

Students will learn different ways animals use bubbles to survive, investigate the properties of bubbles, and engineer bubble wands.

Hop to It!

Students will learn about invasive species and will engineer a solution for preserving native species.

Cleaning up an Oil Spill

Students will learn about how humans impact the

Destination Oxbow Meadows (61- 120 students)

2 Hour Options

environment and will design a tool to clean up an oil spill.

2.5 Hour Options

- Wildlife Tracking
- Life Cycles
- Wildlife Tracking
- Life Cycles
- Who Polluted the River?
- Ozobots & Animal Senses

