

Oxbow Meadows Environmental Learning Center

FIELD TRIPS & OUTREACH

2024-2025

LEARN. PLAY. EXPLORE.



CONTACT US :



(706)507-8550



oxbow.columbusstate.edu



3535 South Lumpkin Rd
Columbus, GA 31903





**A Columbus State University and
Columbus Water Works Partnership**



LEARN. PLAY. EXPLORE.



WHY OXBOW MEADOWS?

What is Oxbow Meadows Environmental Learning Center?



At the southern end of the Columbus RiverWalk, the Center offers a view of the ecoregion of West Central Georgia and the Chattahoochee Valley and provides access to samples of the area's rich communities of plants and animals.

Opened in 1995 as a collaboration among Columbus Water Works, Columbus State University, and the City of Columbus, the Center provides exhibits, displays and nature trails, and also offers formal and informal programs about the ecology and natural history of the region. Interpretive and hands-on programming is provided by Columbus State University professional staff, contributing faculty, student assistants, and volunteers.

The Center includes one classroom-laboratory, an 86-seat auditorium, state-of-the-art instructional media, the Natural History Discovery Center, indoor and outdoor exhibits of living reptiles and fish, a stream habitat supporting various plants and animals, a pollinator garden, bee hives, and environmental art.



See more & connect with us!

3535 South Lumpkin Road
Columbus, GA 31903
oxbow.columbusstate.edu
706-507-8550

@CSUOxbowMeadows



Oxbow Meadows Environmental Learning Center is a non-profit organization dedicated to educating, inspiring and empowering all people, including those with minimal access to nature, to engage actively with their environment for continued learning.

SCHEDULING



Field Trip Season

Fall: September - December

Winter & Spring: January-May

Group Size

- 120 student maximum for k-12
- 60 student maximum for pre-k and headstart
- 10 student minimum

Parents & Chaperones

- We encourage groups to limit chaperones to 1 parent per 10 students.
- Parents are asked to pay \$5.
- No fee for teachers or bus drivers.

Weather

- All programs take place rain or shine.
- Please have students dress appropriately for outside weather.

Cancelations

Field trips must be rescheduled or cancelled two weeks in advance.

All students must have a signed waiver to participate in a field trip

Need help with funding?

Title 1 Scholarships are available! Please select on the field trip request form and a rebate will be applied to your quote/invoice.

How Soon To Schedule:

We recommend booking a field trip a minimum of one month in advance.

To reserve a field trip:

1. Read through our education program descriptions either in brochure or online!
2. Complete the Field Trip Registration Form at oxbow.columbusstate.edu/
3. Our staff will reach out to you to confirm your date and answer any questions.

Things to think about before scheduling your field trip.

- Which activities and standards are you interested in for your students?
- How long would you like to stay?
- What is the maximum number of students that will be attending?
- Would you like to focus on a specific standard? Oxbow can help custom design a program.

FIELD TRIP OVERVIEW

EcoSTEM Explorations

This field trip style is designed to cover several science standards with extended hands-on activities. The hike in each field trip will vary in length, location, and activity, depending on the field trip selected.

Premium Field Trip

- 3-hour field trip
- 2.5-hours of activities
- 30 minute lunch break
- \$12 per student
- Maximum 120 students, divided into 4 groups

Includes

- One premium activity
- One Auditorium Presentation
- Interactive activity on the hiking trails (length will vary depending on field trip selection)
- Tour of animal exhibits
- Lunch break during field trip

Tentative schedule*

Group 1 & 2

10:00-11:00 Tour and Presentation

11:00-11:30 Lunch

11:30-12:15 Activity

12:15-1:00 Interactive hike

Group 3 & 4

10:00-10:45 Interactive hike

10:45-11:30 Activity

11:30-12:00 Lunch

12:00-1:00 Tour and Presentation

Scales & Trails

This field trip style is designed to provide students with a *brief overview* of a science topic and corresponding standard as they rotate through an activity and a short hike. For more science content, please schedule a EcoSTEM Exploration Field Trip

Standard Field Trip

- 2-hour Field Trip
- \$10 per student
- Access to picnic spaces for group lunch after field trip
- Maximum 120 students, divided into 4 groups

Includes

- One standard activity
- One auditorium presentation
- Guided hike
- Tour of animal exhibits
- Optional lunch after field trip

Tentative schedule*

Group 1 & 2

10:00-11:00 Tour and Presentation

11:00-11:30 Activity

11:30-12:00 Guided Hike

12:00 Lunch on own

Group 3 & 4

10:00-10:30 Guided Hike

10:30-11:00 Activity

11:00-12:00 Tour and Presentation

12:00 Lunch on own

*Groups rotate activities and schedules may change

*Field trip start time is determined by individual scheduling the field trip



FIELD TRIP OVERVIEW

Science to the Max

Take your science field trip to the max with a full day at Oxbow! Students will gain more experience and time to explore.

Full Day Field Trip:

- 4-hour field trip
- 3.5-hours of activities
- 30 minute lunch break
- \$15 per student
- Maximum 120 students, divided into 4 groups

Includes

- One premium and standard activity
- One Auditorium Presentation
- Interactive activity on the hiking trails (length will vary depending on field trip selection)
- Tour of animal exhibits
- Lunch break during field trip

Tentative schedule*

Group 1 & 2

10:00-11:00 Tour and Presentation

11:00-11:30 Hike

11:30-12:00 Lunch

12:00-1:00 Activity 1

1:00-2:00 Activity 2

Group 3 & 4

10:00-11:00 Activity 1

11:00-12:00 Activity 2

12:00-12:30 Lunch

12:30-1:00 Hike

1:00-2:00 Tour and Presentation

Pre-K & Headstart

Pre-K field trips provide a short adventure into nature and hands-on opportunities for young learners.

PreK Field Trip

- 1.5-hour Field Trip
- \$6 per student
- Maximum 60 students, divided into 3 groups

Includes

- One standard activity
- One auditorium presentation
- Guided hike
- Tour of animal exhibits
- Optional lunch after field trip

Tentative schedule*

Group 1

10:00-10:30 Tour and presentation

10:30-11:00 Guided Hike

11:00-11:30 Activity

Group 2

10:00-10:30 Activity

10:30-11:00 Tour and presentation

11:00-11:30 Guided Hike

Group 3

10:00-10:30 Guided Hike

10:30-11:00 Activity

11:00-11:30 Tour and presentation

*Groups rotate activities and schedules may change

*Field trip start time is determined by individual scheduling the field trip



PRE-K & HEADSTART



Field Trip Activities

A is for Alligator

Get ready for an adventure in a world of reptiles. Students will explore

Animal Senses

Learn how animals move, eat, and defend themselves. Students will use their own senses to investigate how animals use adaptations to survive.

Growing Up WILD!

Students will learn how animals communicate as they hide from prey, warn a predator, or attract a mate before testing their camouflage skills.

Robotic Zoo STEAM Lab

In this STEM activity, students will use robotics that emphasize using shapes, colors, and patterns.

Shape of Nature

Explore the many shapes we can find in nature. You may even get to make some of your own animal shapes after observing Oxbow's animals.

Wacky Water

Explore the amazing world of water! Students will learn about the importance of water to both animals and plants.



STEM on the Go

Let us come to you!

Reptiles on the Road

This auditorium style program includes a live reptile presentation. We can also bring our reptiles to your community event as either a presentation or a booth.

This session includes a live animal(s).

Group size: multiple classes in auditorium

A is for Alligator

Practice phonics while students explore the alphabet through rhyme and directional vocabulary to learn how animals use their adaptations.

This session includes a live animal(s).

Group size: 1 class per session

Growing Up WILD!

Students will learn how animals communicate as they hide from prey, warn a predator, or attract a mate before testing their camouflage skills.

This session includes a live animal(s).

Group size: 1 class per session

Robotic Zoo STEAM Lab

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Shape of Nature

Explore the many shapes we can find in nature. You may even get to make some of your own animal shapes after observing Oxbow's animals.

This session includes a live animal(s).

Group size: 1 class per session

SCALES AND TRAILS

A Fungus Among Us

Observe types of decomposers and the process of decomposition. Students will also learn the role the decomposition plays in an ecosystem.

Grades: K-12th

Backyard Safari

Through hands-on activities and interactive learning, students will uncover how different species thrive in their environments and the unique characteristics that help them survive.

Grades: K-5th

Climate Change

Students will explore the difference between climate and weather and participate in activities to model how the climate impacts the environment.

Grades: 6th-12th

Field Studies & Advanced Nature Journal

Students will observe, identify, and classify various plants and animals. Students will also participate in nature journaling.

Subjects: Science

Grade: 6th-12th

Nature Journal

Combining nature and literacy, students will experience a new way for creativity and writing. Students will be provided with a simple nature journal and participate in activities along an extended hike.

Grades: K-5th

Population Dynamics

Students will participate in an activity to explore population dynamics.

Grades: 4th-12th

Seasonal Discovery

Where do animals go in Fall? What happens to plants in Spring? Students will develop a basic understanding of plants and animals throughout the seasonal calendar.

Grades: K-3rd

Weather or Not!

Learn what makes a cloud and the difference between climate and weather. Students will also explore aspects of water on earth.

Grade: K-5th

Wonders of the Wetland

Student will explore wetlands to identify animals, plants, and the importance of wetlands to humans. *Dip netting not included, available in EcoSTEM Exploration field trip.*

Grade: K-12th



ECOSTEM EXPLORATIONS



Advanced Herpetology

Students will have a more in-depth focus on herpetology, classification, and biology. Activities will include classification, reptile identification, and mapping habitats. In this field trip, students will interact with additional education animals.

Grades: 5th-12th

Insect-igations

Explore the tiny and abundant world of insects as we collect and identify invertebrates. Students will also observe insects role in ecosystems and decomposition.

Grade: K-8th

Dragonflies in Distress

Students will work in small groups to explore a local water source, collect specimens, and determine water quality. *Students will use dip nets and will be outside on the trails.*

Grade: K-12th

Engineering a Prosthetic (Engineering)

Students will explore a career in wildlife rescue as we engineer a prosthetic for injured animals. Afterwards, they will model the various ways that humans interact with ecosystems and wildlife.

Grade: K-12th

Fur-ensics Mystery

Students will explore a mystery lab to identify wildlife, habitat factors, and ecosystems. Students will use Tuff-Bot technology to discover the mysteries of habitat requirements. Note: This field trip will not include a hike, but all activities will be held outside.

Grade: 3rd-12th



(Robotics)

Habitat Hunt

Students will explore various habitats searching for clues for what or who should live there. They will also use technology, like a wildlife biologist and search for tagged wildlife for data and analysis.

Grade: K-8th

Incredible Water Journey

Interactive water cycle exploration where students will learn how water travels through our planet. Students will also learn about how water plays a role in the lives of wildlife.

Grade: K-8th



ECOSYSTEM EXPLORATIONS



Living with Fire (Robotics)

Become a forester as we engineer ecosystems for keystone species. Students will design a device that will model a controlled burn. Students will also learn more about the Gopher Tortoise and its ecoregion. Grades: 3rd-12th

Mighty Migration

Explore the incredible journeys of migrating animals, from the soaring flights of birds to the secretive travels of salamanders. Students will delve into the fascinating science of animal migration, uncovering the challenges and wonders of these remarkable voyages.

Grades: K-12th

Natural Disaster (Engineering)

Students will engineer a structure that will be put to the test to determine if it can withstand an earthquake. Students will also explore impacts humans have on the natural world.

Grade: 3rd-12th

Pollinator Robots (Robotics)

What do bees, butterflies, and bats have in common? They are all pollinators! Students will explore the world of pollinators in a robotic lab with simple coding. They will also explore pollinator habitats.

Grade: K-8th

Terrific Trees (Engineering)

In this extended hike field trip, students will spend time on the trails exploring the structure of trees, the habitats they create, and their importance in the ecosystem. Perfect program for students wanting to extend their time on the hiking trails.

Grade: K-12th

Water Pollution Solution (Engineering)

Students become engineers tasked with designing and building devices to remove trash from bodies of water. They will also explore a watershed and learn about sources of water pollution.

Grade: K-8th



OUTREACH AND OFFSITE

STEAM on the GO!

STEAM on the Go is perfect for schools that are unable to travel to Oxbow. We will bring our education animals or hands-on experience to your auditorium or classroom.

Includes

- 45 minute activity
- 15 minute set up and between sessions
- \$150 per session
- Maximum 5-hours
- Group sizes vary by activity

Large Group Programs

Group size: Auditorium/Multiple classes

Reptiles on the Road

This auditorium style program includes a live reptile presentation. We can also bring our reptiles to your community event as either a presentation or a booth.

STEMsational Science

In this activity, students will observe several science demonstrations.

Reptiles with a STEM Twist

Using science demonstrations, students will learn about different ways animals use adaptations to survive. Live animals will be included in this presentation (2-3 animals)

Group size information:

For groups of more than 2 classes or 50 participants, there will not sufficient time for audience members to interact with the education animals. Animal interactions are not guaranteed for large groups. If you would like to schedule a program for a 1-2 classes at a time, students will have time to interact with select animals during the program.



OUTREACH AND OFFSITE

STEAM on the GO!

Individual Class Programs

Group size: One class per session

See field trip descriptions above for program information.

A Fungus Among Us

Grades: K-12th

Backyard Safari

Grades: K-5th

Climate Change

Grades: 6th-12th

Field Studies & Advanced Nature Journal

Grade: 6th-12th

Nature Journal

Grades: K-5th

Population Dynamics

Grades: 4th-12th

Weather or Not!

Grade: K-5th

Wonders of the Wetland

Grade: K-12th

Advanced Herpetology

Grades: 5th-12th

Insect-igations

Grade: K-8th

Engineering a Prosthetic

Grade: K-12th

Fur-ensics Mystery

Grade: 3rd-12th

Habitat Hunt

Grade: K-8th

Incredible Water Journey

Grade: K-8th

Living with Fire

Grades: 3rd-12th

Mighty Migration

Grades: K-12th

Natural Disaster

Grade: 3rd-12th

Pollinator Robots

Grade: K-8th

Terrific Trees

Grade: K-12th

Water Pollution Solution

Grade: K-8th





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**Hands-on in the
ecosySTEM**



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