***A Walk in Our Shoes—Pheasants Forever at the Ponca Expo—Lesson Plan***

**Recommended ages**: 5th Grade- Ponca Outdoor Discovery Program

**Subjects**: Science, Math, Social Studies

**Concepts**: Resource management; limits of a growing human population; natural beauty as enhancement to the human life by providing artistic and spiritual inspiration as well as recreation and intellectual opportunities.

**Objectives**: Students will experience the analysis and decision-making involved in wildlife and land management; students will understand that any land-use decision has a number of consequences for people, wildlife, and plants.

**Skills**: Identifying Main Ideas, Analyzing, Problem Solving

**Materials:**

Writing utensil—pencil or pen

Handout 1—front are the rules and spreadsheet, back is the map they will be creating—use during pre-activity

Handout 2—additional spreadsheets-- used day of program

Coloring utensils—preferably colored pencils, can be crayons or markers as well

Calculator—will need day of program

Certificates—will need to prepare them for the day of. 3-6 of Wildlife Winner, Money Maker and Happiest   
 Habitat; the remaining number of your class will receive the Partner Prizewinner

**Pre-Activity: (Please complete prior to Zoom Session time with educator)**

**Materials—coloring utensils; Handout 1; calculator; pencil**

1. Pass out Handout 1 to all students.
2. Share the following story with students:

*"You are a biologist with Pheasants Forever in Nebraska. A landowner just donated this 88-acre property for you decide what to do with. You can have native prairies, woods and camping ground. You get to decide the how much. If you don't want to include one of these, you do not have to. Use yellow for prairie, green for woods, and purple for campgrounds. Pheasants, quail, pollinators and deer can all enjoy this habitat you made. Place any of these animals in your habitat as you want. People would like to use your habitat too, draw people who are bird watching and hunters. Again, you do not have to have these. When you are done. Count-up how many squares make up each category. Use the data sheet to calculate your answers. This will be a competition. Categories for winners will be:*

*- Wildlife Winner-- most wildlife points*

*- Happiest Habitat-- most enjoyed park*

*- Money Maker-- park that makes the most money*

*- Partner Prizewinner-- announced at the end of the program....*

1. Go over the rules together. Read the instructions carefully. These are located at the top of Handout 1. Students may begin designing their own "wildlife management area". Have the students think about the answers to these questions as they design and write down a few thoughts as answers. We will be using these answers in a discussion during the activity:

- What award are you trying to win?

- What are your goals for your habitat?

- Is it hard to make decisions for your design?

- Do you think this would be hard if you worked as a team?

1. Print out Certificate Awards for the students. You will need 3-6 of the first three awards: Wildlife Winner, Money Maker and Happiest Habitat. Make plenty of copies of Partner Prizewinner as this will be for the remaining students in your class that will not receive the first three awards. **Each student can only receive one award.**
2. In preparation for the Virtual Ponca Expo, please print out Handout 2 and provide them for the students the day of. Have the students bring Handout 1, their colored map and key, and written answers to the Virtual Expo. Provide calculators for the students.
3. Contact Holly Green with any questions. 402.975.5698 or hgreen@pheasantsforever.org. Holly is flexible in the hours she is available.

**Day of Activity:**

**Materials—**Handout 1 (Completed); Handout 2; calculators; Certificates (you should keep these until Holly notifies you to hand them out during the program); pencil or pen.

1. Have the students bring out Handout 1 completed, their calculators and Handout 2.
2. Click on the link sent to you by Julia.
3. Holly will have a PowerPoint on display. When everyone is settled, Holly will introduce herself and Pheasants Forever and Quail Forever of Nebraska.
4. Holly will check to make sure everyone has their activities completed—Handout 1. Calculations will be transferred over to Handout 2.
5. Discussion on if the activity involved hard decisions.
6. Calculating Wildlife Impacts—Holly will walk the students through these steps with the PowerPoint.
   1. Pollinator Impacts
   2. Pheasant Impacts
   3. Quail Impacts
   4. Deer Impacts
      1. Award Wildlife Winner Awards. Top 3 Scores will receive the award. Please pass them out at this time.
7. Calculating Happiness and Income—Holly will walk the students through these steps with the PowerPoint.
   1. Calculate Campgrounds
   2. Calculate Bird Watchers
   3. Calculate Hunters
      1. Award Happiest Habitat Winner Award. Top 3 Scorers will receive the award. Please pass them out at this time.
      2. Award Money Maker Winner Award. Top 3 Scorers will receive the award. Please pass them out at this time.
8. Discussion on the rest of the questions
   1. Would you have made different decisions knowing your impact now?
   2. Would this have been different if you had to work in teams? More difficult?
9. Partnerships
   1. Award Partner Prizewinners to the remaining students. Please pass the certificates to the remaining students.
10. Wrap up and Goodbyes