

# Shelter Building – Program Overview

K | Gr. 1 - Gr. 12 |

## Program Description

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A Nature Centre Guide will introduce your students to a treed area of our urban forest where they'll use provided tools and techniques to create a wilderness shelter. After learning the basics, students will work in groups to overcome a building challenge based on their grade level. The program ends with an informal presentation of the shelter creations to witness the design and rationale behind each structure.

## Considerations

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- This program is completely outdoors, rain or shine, so please dress for the weather.
- For your safety in the event of extreme weather conditions, this program will be adapted for an open area or rescheduled to another day.
- Public washrooms are available on-site - arrive early to make use of these facilities before the program begins.

## Curriculum Focus Areas

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### ADST Curricular Links

- Explore and select the use of familiar tools, such as ropes, tarps, and clamps, as well as natural “tools” to create an effective shelter.
- Design a shelter that responds to the needs of the user and considers sustainability.
- Survey an outdoor space to identify features that support building an effective shelter.
- Consider the users (wildlife) of an outdoor space and their sheltering needs to survive there.

### Science Curricular Links

- Make observations about living and non-living things in the local environment.
- Learn about the features and behaviours of animals that help them survive in their environment.
- Communicate ideas, findings, and solutions to problems through scientific language and appropriate technologies.

## Vocabulary

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**Adaptations** – A special physical or behavioural skill which helps an animal to survive and thrive.

**Habitat** – The natural home or environment of an animal, plant, or other organism.

**Shelter** – A place that covers or protects a creature from bad weather or danger.

**Survey** – To examine an area and its features to construct a map, plan, or description.

**Wildlife** – Living things, like mammals, birds, and fishes that are neither human nor domesticated.