Activities were selected because they address pertinent concepts and issues related to Iowa’s Natural Resources and they address national content standards at the stated grade levels. There are many more relevant activities – this is meant to be a starting point for teachers looking to integrate teaching about Iowa’s Natural Resources.

Most activities address unifying concepts and processes, so they are not listed separately in this document.

Standard A: Science as Inquiry

Project Learning Tree
No correlation

Project WILD
I Environmental Barometer I What’s That, Habitat?
I Everybody Needs a Home I Wildlife is Everywhere!
I Grapahanimal II And the Wolf Wore Shoes
I Grasshopper Gravity II First Impressions
I Habittracks III Animal Charades
I Seeing is Believing! III Eti-Thinking
I Surprise Terrarium III Learning to Look, Looking to See
I Thicket Game III Playing Lightly on the Earth
I What Bear Goes Where? III Too Close to Comfort

Project WILD Aquatic
I Aqua Words I Water Plant Art
I Are You Me? II Water We Eating
I Fashion a Fish III Plastic Jellyfish
I Marsh Munchers III Silt: A Dirty Word

Standard B: Physical Science

Project Learning Tree
#1 The Shape of Things #42 Sunlight and Shades of Green
#13 We All Need Trees #44 Water Wonders
#21 Adopt a Tree #61 The Closer You Look
#24 Nature’s Recyclers #64 Looking at Leaves
#41 How Plants Grow #67 How Big is Your Tree?
### Project WILD

<table>
<thead>
<tr>
<th>I</th>
<th>Grasshopper Gravity</th>
<th>II</th>
<th>And the Wolf Wore Shoes</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>Seeing is Believing!</td>
<td>III</td>
<td>Animal Charades</td>
</tr>
<tr>
<td>I</td>
<td>Thicket Game</td>
<td>III</td>
<td>Too Close for Comfort</td>
</tr>
<tr>
<td>I</td>
<td>What Bear Goes Where?</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Project WILD Aquatic

<table>
<thead>
<tr>
<th>I</th>
<th>Aqua Words</th>
<th>II</th>
<th>Water We Eating</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>Fashion a Fish</td>
<td>III</td>
<td>Plastic Jellyfish</td>
</tr>
<tr>
<td>I</td>
<td>Water Plant Art</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Standard C: Life Science

### Project Learning Tree

<table>
<thead>
<tr>
<th>#13</th>
<th>We All Need Trees</th>
<th>#1</th>
<th>The Closer You Look</th>
</tr>
</thead>
<tbody>
<tr>
<td>#21</td>
<td>Adopt a Tree</td>
<td>#2</td>
<td>To Be a Tree</td>
</tr>
<tr>
<td>#22</td>
<td>Trees as Habitats</td>
<td>#3</td>
<td>Tree Factory</td>
</tr>
<tr>
<td>#24</td>
<td>Nature’s Recyclers</td>
<td>#4</td>
<td>Looking at Leaves</td>
</tr>
<tr>
<td>#25</td>
<td>Birds and Worms</td>
<td>#5</td>
<td>Name that Tree</td>
</tr>
<tr>
<td>#28</td>
<td>Air Plants</td>
<td>#6</td>
<td>Tree Cookies</td>
</tr>
<tr>
<td>#31</td>
<td>Plant a Tree</td>
<td>#7</td>
<td>Trees in Trouble</td>
</tr>
<tr>
<td>#41</td>
<td>How Plants Grow</td>
<td>#8</td>
<td>Signs of Fall</td>
</tr>
<tr>
<td>#42</td>
<td>Sunlight and Shades of Green</td>
<td>#9</td>
<td>Nothing Succeeds Like Succession</td>
</tr>
<tr>
<td>#45</td>
<td>Web of Life</td>
<td></td>
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</tr>
</tbody>
</table>

### Project WILD

<table>
<thead>
<tr>
<th>I</th>
<th>Color Crazy</th>
<th>I</th>
<th>What’s That, Habitat?</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>Classroom Carrying Capacity</td>
<td>I</td>
<td>What’s Wild?</td>
</tr>
<tr>
<td>I</td>
<td>Environmental Barometer</td>
<td>I</td>
<td>Wildlife is Everywhere!</td>
</tr>
<tr>
<td>I</td>
<td>Everybody Needs a Home</td>
<td>II</td>
<td>And the Wolf Wore Shoes</td>
</tr>
<tr>
<td>I</td>
<td>Grapahanimal</td>
<td>II</td>
<td>First Impressions</td>
</tr>
<tr>
<td>I</td>
<td>Grasshopper Gravity</td>
<td>II</td>
<td>Make a Coat!</td>
</tr>
<tr>
<td>I</td>
<td>Habittracks</td>
<td>III</td>
<td>Animal Charades</td>
</tr>
<tr>
<td>I</td>
<td>Seeing is Believing!</td>
<td>III</td>
<td>Ethi-Thinking</td>
</tr>
<tr>
<td>I</td>
<td>Surprise Terrarium</td>
<td>III</td>
<td>Playing Lightly on the Earth</td>
</tr>
<tr>
<td>I</td>
<td>Thicket Game</td>
<td>III</td>
<td>Too Close for Comfort</td>
</tr>
<tr>
<td>I</td>
<td>What Bear (Bird) Goes Where?</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Project WILD Aquatic

<table>
<thead>
<tr>
<th>I</th>
<th>Aqua Words</th>
<th>I</th>
<th>Water Plant Art</th>
</tr>
</thead>
<tbody>
<tr>
<td>I</td>
<td>Are You Me?</td>
<td>II</td>
<td>Water We Eating</td>
</tr>
<tr>
<td>I</td>
<td>Fashion a Fish</td>
<td>III</td>
<td>Plastic Jellyfish</td>
</tr>
<tr>
<td>I</td>
<td>Marsh Munchers</td>
<td>III</td>
<td>Silt: A Dirty Word</td>
</tr>
</tbody>
</table>
**Standard D: Earth and Space Science**

*Project Learning Tree*
- #24 Nature’s Recyclers
- #28 Air Plants
- #41 How Plants Grow
- #42 Sunlight and Shades of Green

*Project WILD*
- III Playing Lightly on the Earth

*Project WILD Aquatic*
- I Aqua Words
- I Marsh Munchers
- II Water We Eating

**Standard E: Science & Technology**

*Project Learning Tree*
- #13 We All Need Trees
- #51 Make Your Own Paper

*Project WILD*
- I Classroom Carrying Capacity
- I Environmental Barometer
- I Everybody Needs a Home
- I Graphhananimal
- I Seeing is Believing!
- I What Bear Goes Where?
- I What’s Wild?
- I Wildlife is Everywhere!
- II And the Wolf Wore Shoes
- II First Impressions
- II Make a Coat!
- III Animal Charades
- III Ethi-Thinking
- III Learning to Look, Looking to See
- III Playing Lightly on the Earth
- III Too Close for Comfort

*Project WILD Aquatic*
- I Fashion a Fish
- I Marsh Munchers
- II Water We Eating
- III Plastic Jellyfish

**Standard F: Science in Personal and Social Perspectives**

*Project Learning Tree*
- #13 We All Need Trees
- #28 Air Plants
- #31 Plant a Tree
- #51 Make Your Own Paper
- #77 Trees in Trouble
- #80 Nothing Succeeds Like Succession
**Project WILD**

I  Classroom Carrying Capacity
I  Color Crazy
I  Environmental Barometer
I  Everybody Needs a Home
I  Graphananimal
I  Habittracks
I  Seeing is Believing!
I  Surprise Terrarium
I  Thicket Game
I  What Bear Goes Where?

I  What’s That, Habitat?
I  What’s Wild?
II  First Impressions
II  Make a Coat!
III  Animal Charades
III  Ethi-Thinking
III  Learning to Look, Looking to See
III  Playing Lightly on the Earth
III  Too Close for Comfort

**Project WILD Aquatic**

I  Aqua Words
I  Marsh Munchers

II  Water We Eating
III  Plastic Jellyfish

**Standard G: History and Nature of Science**

*Project Learning Tree*

#51  Make Your Own Paper

**Project WILD**

III  Learning to Look, Looking to See

**Project WILD Aquatic**

No correlation