

# The Wilderness Classroom Organization



**Bimaadagaako Adventure  
February-April, 2003**

## **TEACHER'S GUIDE**

Name: \_\_\_\_\_

School: \_\_\_\_\_

User Name: \_\_\_\_\_

Password: \_\_\_\_\_

[www.wildernessclassroom.org](http://www.wildernessclassroom.org)

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## INTRODUCTION

Thank you for your interest in bringing the Wilderness Classroom into your school! We know how sometimes, using the Internet during classtime can be a cumbersome, awkward, frightening experience. Therefore, we have developed what we hope we will be an easy way to utilize technology in your classroom. In addition to bringing technology into the classroom, the curriculum designed by the Wilderness Classroom is challenging and engaging.

## WHERE TO BEGIN?

The first step toward using the features of the Wilderness Classroom's website is to log onto our website: <http://www.wildernessclassroom.org>. The homepage can get to all of the adventures, lessons, and activities to use in the classroom. In the upper left hand corner of the page, you will find a navigational menu that will allow you to get to the contents of the website.

- >>Home
- >>Schoolhouse
- >>Jiime Adventure (fall 2002)
- >>Bimaadagaako Adventure (winter 2003)
- >>Our Mission
- >>Make a Contribution
- >>Sponsors
- >>School Visits
- >>Previous Learning Adventures

## ERIC AND DAVE'S UPDATES

There is new material on wildernessclassroom.org each day. Our full updates will appear every Monday, Wednesday, and Friday. To access our updates click on:

- >>Bimaadagaako Adventure (winter 2003)

From this page you will be able to navigate each section of the website. You will also be able to pick any date you would like to read about, in case you missed an update or need to refer back to that huge snowstorm we are sure to encounter.

**Notes From The Trail** – Our journal entries, daily data, and on-line polls.

**Blast From The Past** – Historical facts about Native cultures, voyageurs, and the Canadian fur trade

**Calendar** – Consult this to find out up-coming events like Chat Sessions, and where Dave and Eric will be.

**Expedition Map** – Find out where we’re going and where we’ve been.

**Beasts of the Boreal** – Each day a new boreal forest animal will be featured. Find out where it lives, what it eats, and other interesting facts. Photos included.

**Video Clips** – You will need Windows Media Player to access the video clips.

**Mystery Photo** – Each update, students can use their investigative skills to solve a mystery. Clues are provided and responses are sent to the adventurers.

**Cast Your Vote** – Decide where Eric and Dave go, what they do, what they study and eat by casting your vote on our online polls.

## ENTERING THE SCHOOLHOUSE

By clicking on **Schoolhouse**, an additional menu will appear underneath the items selected. This is how you get deeper into the website. Each option will be explained fully.

- >>Home
- >>Schoolhouse
  - >>Interactive Kid’s Zone
  - >>Teacher’s Lounge
  - >>Boreal Forest Library
  - >>Educational Web Resources
- >>Jiime Adventure (fall 2002)
- >>Bimaadagaako Adventure (winter 2003)
- >>Our Mission
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## INTERACTIVE KID’S ZONE

The Interactive Kid’s Zone is where students can communicate with Dave and Eric while they are on the trail. Inside the Interactive Kid’s Zone are where the **chat room, message board, online polls** are found. You will need your Username and Password to enter the Interactive Kid’s Zone.

**Chat Room:**Eric and Dave have scheduled real-time chats. Each chat will last one hour. The times can be located on the Calendar. *Each chat will be designed to talk about a specific theme. Please have your students adhere to this,*

*because sometimes we have scheduled special guests to be in the chat room with us as well to answer questions. Also, please log your class on as one user. With multiple classrooms in the chat room at the same time, it can become difficult to answer and monitor each student. An LCD projector works very well for this. You may project the Chat Room onto a screen for the whole class to see.*

**Message Board:** Occasionally, Eric and Dave will ask questions in their journals. This is where students can respond to those questions. The Message Board is also for students to post their own questions. Encourage your students to post their questions on the Message Board. It can be a wonderfully motivating tool to prompt students to research the answer to their own questions, or help solve other questions. Depending on your school's Acceptable Internet Policy, you may have students do this independently or you may submit the questions or answers for them.

**Online Polls:** To make the Wilderness Classroom fully Interactive, Dave and Eric decided to let the students take an active part in the trip itself. With each new journal entry (Monday, Wednesday, Friday) there will be a new online poll which the students can tell Eric and Dave what to do. The online polls are voted for by clicking the circle to the left of the option. The votes are then automatically tallied and sent to the adventurers. There is also a space for additional comments. As always, please monitor your students' use.

## **TEACHER'S LOUNGE**

The Teacher's Lounge is where all of the lesson plans for the Wilderness Classroom are stored. It contains the same information as the printed Teacher's Manual, but is available online as a PDF file. You may download this and print it out for additional reference.

## **BOREAL FOREST LIBRARY**

The Boreal Forest Library is a wealth of information for you and your students. Included are useful facts and pictures about the different animals, plants, and people who make the boreal forest home. It is intended as a quick reference guide and supplement to the information provided at the beginning of each unit. If you want to know how much beavers weigh or when bears go into hibernation, check here!

## **EDUCATIONAL WEB RESOURCES**

A page of links that we find helpful to educators, adventurers, historians, and conservationists.

## Getting the Most from Wilderness Classroom

For over two years, The Wilderness Classroom has been developing and refining its approach to online education. We've found that the students and teachers who benefit most from its content are those who use it on a regular basis.

After careful planning with teachers who have used our Previous Learning Adventures, we've come up with a list of helpful hints for you to take into consideration.

- ❖ Do some of your own investigation to the site! The more you know about where to go and what's there, the better you can answer your students' questions. It won't take more than a half an hour to memorize the whole website.
- ❖ Build time into your weekly or daily lesson plans to do one or more of the Unit's activities. They are very flexible by design to meet your individual needs! Amend them any way you see fit. Then email us and tell us what you did, and how it went.
- ❖ Read each Unit Introduction with your students.
- ❖ Computer Labs or LCD projectors help get more students on the website. An LCD projector is as easy as an overhead projector and can inspire great classroom discussions. Read the journals together as a class, or post a message on the message board.
- ❖ If your school has a computer lab, try to use it! Have students work in pairs. Keep your students focused on one task at a time, rather than just letting them browse the site on their own.
- ❖ Come to a chat session. Meet other teachers and students who are following along, and find out how they are using the Wilderness Classroom. The LCD projector is a great tool for the Chat Room.
- ❖ If you can't send everyone to a computer lab or don't have an LCD projector, assign a student to visit the journal or message board and report back to the class.
- ❖ If your computer time is limited, print out the journals before class and read them together.
- ❖ Create a Wilderness Classroom bulletin board! Print the journals out and display them in the hall or classroom for students investigate on their own.
- ❖ Use the Voyageur map or a map of North America to track the progress as a class. Use a different colored pushpin each week to track the progress.
- ❖ Keep a running line graph of the weather conditions and the distance traveled.

## WORKS CITED

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