



# Cape Fear Wild

**60-minute Program \* Grades K, 1 & 2**  
**Science Standards: K.P.1, K.L.1; 1.L.1, 1.L.2; 2.L.2**

## **DISCOVER NATIVE PLANTS AND ANIMALS!**

Students will be introduced to a range of wildlife found in the Lower Cape Fear through hands-on discovery, role playing, and whole-group explorations.

## **PROGRAM ACTIVITIES INCLUDE:**

### **HABITAT CONNECTIONS**

Create giant food chains and food webs and explore the diet and interconnectedness of local plants and animals.

### **A “TAIL” OF TWO FOXES**

Examine taxidermy models and furs of red foxes and gray foxes and compare the characteristics between these two similar species.

### **ANIMALS ON THE MOVE**

Describe and mimic various forms of animal movement and discover physical differences between mammals, reptiles, amphibians, and birds.

### **INSECTIVOROUS PLANTS**

Investigate several types of local insect-eating plants, role-play the unique ways they capture food, and create your own flytrap model to take home!

**Call 910.798.4362 for fees and to schedule your outreach program today.**



**814 Market Street • Wilmington, NC 28401**  
**[www.capefearmuseum.com](http://www.capefearmuseum.com)**