



Beech Bluff County Park

GROUP PROGRAM GUIDE

FOR GRADES K - 5



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Parks, Recreation
and Open Space

About Beech Bluff County Park

Beech Bluff County Park is a 300-acre park that was farmed since the late 1700s. Today it offers hiking trails, educational programs, a canopy walk, a playground, a community garden and orchard, picnic shelters and a variety of habitats.

Park Features

Restrooms	Playground	Art Sculptures
Picnic Shelters	Exhibit / Interpretive Trails	Nature Trails
Picnic Area	Garden / Orchard	Open Play Field



View Park Map

Click here to check out our park map for more information on our trails and the park features.

Planning Your Group's Visit

Booking Your Group Program

To schedule your group program, please complete the [Beech Bluff County Park: Group Program Request](#) form. If you have questions or would like more information about our offerings, you can contact us at BeechBluff@wake.gov. All group programs are free to book.

You are able to book up to 4 staff-led programs per visit; there are self-led adventure kits available if desired. Staff-led group programs may be booked up to a year in advance and must be booked at least 1 month in advance of your desired program date.



Group Sizes Requirements & Limits

Groups have a minimum requirement of 10 participants and a maximum of 30 participants. Groups are limited to 120 participants per day and will be broken up into smaller groups of up to 30 participants per group.

It is recommended you review our **staff-led programs** and our **self-led Adventure Kit**, prior to booking your field trip to ensure age appropriateness.

Chaperone Requirements

Chaperone requirements exist to maintain a safe environment and ensure a quality experience for your group and others in the park as well as to protect our natural resources. Chaperones will be responsible for any behavioral or disciplinary issues that occur during the field trip. Chaperones may be teachers, school staff, group leaders or adult family members accompanying the group on their visit. Chaperones must be prepared to actively participate and assist park staff.



Chaperone to Participant Ratio

A minimum of 1 adult per 10 participants is required. Chaperones must be at least 18 years old and are not attending as a participant.

Park staff reserve the right to discontinue a program and/or remove individuals from the program if their behavior compromises the safety of others, harms park wildlife, or disrupts the experience for the group. Adults not acting as chaperones to the group may be asked to leave the group if they are being disruptive to the group's ability to learn.

Cancellations & Weather

Please inform park staff as soon as possible if your group will be unable to attend your booked group program for any reason. If weather is deemed unsafe, park staff may cancel your program. We will run programs in light rain or move indoors when possible. We will do our best to reschedule any cancelled programs.

Program Modification for Disability or Medical Condition

Wake County Parks, Recreation and Open Space welcomes people of all abilities into our parks and preserves. In accordance with the Americans with Disabilities Act (ADA), our staff are committed to providing reasonable modifications to our programs for participants with disabilities or medical conditions. Group leaders who request a program modification for their program will be contacted by park staff to create an inclusion plan on a case-by-case basis. Requests should be made at least two weeks prior to the scheduled program in order to properly facilitate a potential modification.



Group Program Modification Requests

A link to our modification request form will be provided with your booking confirmation email. If you have questions about program modifications for disabilities or medical conditions prior to booking your program, please don't hesitate to reach out.

Program Rotation

Groups will rotate between programs if multiple programs are scheduled or as required due to group size. Group program blocks are scheduled to be approximately 1 hour in length but may be adjusted to meet your group's travel needs and goals.

You will receive a copy of your group's specific program rotation(s) in the pre-visit informational email sent approximately 3 weeks prior to your scheduled visit. If there are specific requests for your group program rotation, such as built-in time for lunch or a specific end time, please communicate this with us at the time of booking so we may do our best to include it in your program rotation.

Example of program rotation for 4 groups with 3 booked programs:

Time	Group 1	Group 2	Group 3	Group 4
9:30 - 10:30	Animal Adaptations	Artifact Finds	Farming Basics 101	Self-Led Adventure Kit
10:40 - 11:40	Artifact Finds	Farming Basics 101	Self-Led Adventure Kit	Animal Adaptations
11:50 - 12:50	Farming Basics 101	Self-Led Adventure Kit	Animal Adaptations	Artifact Finds
1:00 - 2:00	Self-Led Adventure Kit	Animal Adaptations	Artifact Finds	Farming Basics 101

Staff-Led Programs

Many of our programs can be offered virtually or at your site (outreach) if coming to Beech Bluff County Park is a barrier to your group. Programs have been developed for the grade noted, so if you wish to book a program for a group other than the recommended grades, please let us know and we will work with you to adapt the program to your group's grade level(s).



NC DPI Essential Standard Alignment

Group programs have been designed to align with NC DPI Essential Standards. **Click here to see which standards a particular program aligns with.**

Artifact Finds (Grades K - 5)

Learn about artifacts and how they can teach us about history and the people who used them. We will first cover what an artifact is and discuss some artifacts we have found at Beech Bluff County Park. Your group will then play a fun matching game to see how our artifacts tie into both local and national history, as well as end with a hands-on archeology activity. If you choose to do this program virtually, your group will go on a virtual scavenger hunt and play a fun matching game to see how our artifacts tie into both local and national history. *(Format Options: Onsite, Virtual, or Outreach)*

Sowing the Seeds of Sustainability: DIY Seed Bombs (Grades K - 5)

Let your love for nature bloom with our seed bomb making workshop. In this workshop, you will learn how to create customizable seed bombs using recycled paper and seasonally specific seeds that you

can use in your own backyard or give as a gift. Whether you are interested in growing native or edible plants, we are rooting for you. *(Format Options: Onsite, Outreach)*

What is in My Garden? (Grades K - 5)

In this interactive program, your students will dive into the fascinating world of all of the creatures in our Demonstration Garden that help us produce food. Your students will learn how to identify different species and the vital role they play in sustainable food production by creating a garden biodiversity field guide that will help them gain a deeper understanding of how beneficial insects and species contribute to making some of their favorite fruits and vegetables. Let's begin our garden adventure together! *(Format Options: Onsite)*

Farming Basics 101: Crop Planting, Cultivation, & Harvesting (Grades K - 5)

Live as a farmer for a day and learn about how to plant, cultivate, and harvest crops using sustainable practices. Prepare to get your hands dirty as we work with a variety of seasonal crops to show you every step of growing produce. Plant seeds to take home your own plant, learn ways to utilize sustainable methods of pest control and promote plant fertility, learn effective techniques for cultivating a wide range of crops, and touch some soil! End the day reaping the benefits of your hard work by harvesting some crops and having a taste testing Q&A with our staff. *(Format Options: Onsite)*

Sustainability in Action (Grades 1 & 4)

Learn what it means to be sustainable. During this program, your students will learn what natural resources are, the difference between renewable and non-renewable resources, how to protect our resources, and the sustainable features and practices used at Beech Bluff County Park. *(Format Options: Onsite, Virtual, Outreach)*

Plethora of Plants: Plants 101 (Grades 3 - 5)

The world is filled with plants, but why do they even matter? In this program, we go over the parts of the plant as it relates to food we eat everyday, how photosynthesis works, and the relationship between soil and plants. We will work together to do fun experiments with plants that will help your students understand the world of green all around them! *(Format Options: Onsite, Outreach)*

Animal Adaptations (Grades 4 - 5)

Learn about animal adaptations and how they help them survive in the wild. During the in-person version, your students will play a fun camouflage game that helps them understand how blending in can help you survive when there are hungry birds around. If you choose to do this program virtually, we will look at different adaptations and play mini-games to learn more about them and how they help the animal survive. *(Format Options: Onsite, Virtual, or Outreach)*

Composting Basics 101 (Grades 4 - 5)

Are you ready to turn over a new leaf and reduce your food waste? Come get your hands dirty by composting! In this workshop, you will learn the basics of composting, including what compost is, the science of composting, what can be composted, and how to compost at home! Nourish the world and feed your soil with food scraps during this interactive presentation. *(Format Options: Onsite, Virtual, or Outreach)*

Ecosystem Exploration (Grade 5)

Learn about and explore some of the different ecosystems at Beech Bluff County Park. During this program, your students learn about a specific habitat type, what makes it so special, and spend time observing and collecting data about the abiotic and biotic factors of that ecosystem. As they progress through the different ecosystems, they'll spend time reflecting on the similarities and differences of each system. When booking this program, you can choose for groups to explore either our pond, prairie, garden, and/or forest. Groups will explore one habitat at a time in an hour-long program for each selected habitat. *(Format Options: Onsite)*

Special Requests



Don't see a group program that meets your groups needs? Submit your request for an alternative topic utilizing our [Beech Bluff County Park: Group Program Request](#) form. There is no guarantee we will be able to support your request.

Self-Led Adventure Kits

Have a free block in your program rotation you need to fill? Check out our different self-led Adventure Kits. All Adventure Kits include activity instructions and materials for up to 30 participants.



Reserve Your Adventure Kit

To ensure a particular Adventure Kit is available for your use during your group's visit, please email us at BeechBluff@wake.gov at least one week in advance to reserve it.

A Water's Journey Adventure Kit

This activity will introduce your students to the water cycle through a fun interactive activity in which they are a droplet of water in the water cycle. This activity has been adapted from the Water Wonders activity from Project Learning Tree.

Creative Writing Adventure Kit

Take time with your students to practice creative writing out in nature! Your students will spend time on a short, .25-mile paved trail reading and engaging with creative texts to learn about elements of stories or poems. Then they will each choose from a list of prompts to inspire them during dedicated brainstorming and writing time.

Exercise Trail Adventure Kit

Pump up your walk around the Beech Bluff by adding these beginner friendly activities to get you moving. Exercise bands and suggested routes are included, but you have the flexibility to take these exercises anywhere.

History Tour Adventure Kit

Learn more about the history of Beech Bluff County Park through a self-guided tour. You will be provided a map with a suggested route, stopping points, and information to share with your group at each stop. Visuals will also be provided to share with the group.

Happy Trails Adventure Kit

Take your group on a nature walk around the Educational Trail! Start at the Park Center and walk along the looped trail, stopping for any or all of the suggested activities. Engage your senses to gain a deeper understanding and appreciation for the natural world.

Harvest Horizons Adventure Kit

This activity will introduce your students to basic agricultural concepts utilizing an exciting choose-your-own-adventure activity in which the group can decide to be a bee, farmer, or seed.

StoryWalk®

Walk along our Educational Trail (located next to Park Center) and read the current month's StoryWalk®. The StoryWalk® Project was created by Anne Ferguson of Montpelier, Vermont, and developed in collaboration with the Kellogg-Hubbard Library. *(This self-led activity is only available 1st - 27th of each month.)*