



Cape Fear Botanical Garden
EDUCATOR'S GUIDE
2024-2025

ENVIRONMENTAL **EDUCATION**

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WELCOME Educators!

- Welcome
- Know Before You Go!
- Eleanor & Raymond Manning Children's Garden
- Elementary Field Trips
- Elementary Classroom programs

The Garden comes to you!

- Middle & High School programs
- Heritage Garden Programs
- Art Workshops
- Therapeutic Horticulture for

Exceptional Children

- Scout, Homeschool and Clubs
- Custom Education Programs
- Reservation Policies
- Pricing/Financial Aid
- Garden Map



What better way to engage your students with nature than a visit to the Cape Fear Botanical Garden. Founded in 1989, Cape Fear Botanical Garden is a natural beauty situated on an impressive 80 acres nestled between the Cape Fear River and Cross Creek just two miles from downtown Fayetteville. Children will delight in the Tree Top canopy walk, explore where their food comes from in the Heritage Garden, discover adventure in the Bamboo Tunnel, wonder at incredible botanical collections, and get inspired with hands-on workshops and tours. We offer field trips for PreK-12th grade matched to science, social studies, and art grade level learning standards, plus classroom programs where our staff come to your school.

Enhance your students' connection with nature by immersing them in the serene surroundings of the Cape Fear Botanical Garden. Established in 1989, this natural beauty spans 80 acres of land, gracefully nestled between the Cape Fear River and Cross Creek, a mere two miles away from downtown Fayetteville.

At the Cape Fear Botanical Garden, young minds will be captivated by a myriad of enriching experiences. From the exhilarating Tree Top canopy walk to sensory exploration in the Heritage Garden, there's an adventure around every corner. Wander through the enchanting Bamboo Tunnel, marvel at the diverse botanical collections, and engage in hands-on workshops and tours that promise to ignite inspiration.

Our offerings extend beyond mere visits; we tailor field trips for students from Pre-K to 12th grade, aligning seamlessly with science, social studies, and art grade-level standards. Additionally, our engaging classroom programs bring the wonders of the garden directly to your school, facilitated by our highly-knowledgeable staff. Join us in fostering a deeper appreciation for nature with hands-on activities that are both captivating and educational.

Know Before You Go:

1. Plan to be outdoors the entire time. Wear walking shoes and appropriate outerwear for the weather. (rain, cold, heat, etc.)
2. Free bus parking is available.
3. Teachers must stay with their class. CFBG recommends a ratio of 8 students to 1 adult.
4. CFBG staff will transport student lunches from the parking lot to the outdoor pavilion.
5. Please have students divided into class groups of no more than 25 students per class before arrival.



The Eleanor & Raymond Manning Children's Garden

The Eleanor and Raymond Manning Children's Garden is nestled next to the Camellia Garden. A new tree house walkway has been installed to bring visitors over 14 feet above ground to get a bird's eye view of the Garden high among the loblolly pines. The Children's Garden is perfect for environmental education, tours and special events.

Remember to leave time for students to enjoy free time in the Children's Garden.



Children's Garden Features



Tree Canopy Walk

Slide

Climbing Spider Web

Sand Pit

Water Exploration Table

Log Tunnel

Wind Chimes

Pollinator Hotels



Elementary Science Programs

Elementary Field Trips

A field trip to the Cape Fear Botanical Garden is an amazing opportunity for students to explore nature, experience hands-on scientific discovery, and connect classroom learning with the real world. A typical field trip day involves a hands-on workshop, a walking tour, a picnic lunch, and free time in the Children's Garden. We offer a selection of four different walking tours and nine different hands-on workshops all aligned with NC Grade Level science standards. **We allow a maximum of four classes in one day.**

Each school's schedule is unique, but a typical field trip schedule might look like this:

9:30 am Arrival

9:45-10:45 am Tours and Workshops (2 Classes enjoy Walking Tours, while 2 Classes experience a hands-on workshop)

10:45-11:45 am Tours and Workshops (Classes Switch)

11:45-12:15 pm Picnic Lunch

12:15-1 pm Free Time in the Children's Garden and Gift Shop

Tours

Nature Discovery Hike: - All Ages All The Garden teems with fascinating plants, animals and their signs. See highlights of the Garden and let the children's keen sense of discovery direct what we learn.

Forest Exploration: - 1st & 3rd grades - An elementary level forest walk on flat terrain. Observe plants, animal signs, habitats, and the Cross Creek. Discuss how animals depend upon nature: the forests, rivers, and creeks.

Flower Investigation: - 1st, 3rd, & 6th grades - What are the different parts of a flower and how are they used in pollination to create new ones? Discover more during this hike.

Heritage Farm Tour: - 3rd, 4th, & 5th grades - Explore life on a NC farm at the turn of the 20th century. This tour includes a look at four historical buildings and the vegetable and herb gardens.



Elementary Science Programs - cont.

Workshops

Texture Treasure Hunt Grades: - Pre-K & K - Children will use their five senses, especially touch, to explore the Garden. They will learn vocabulary and find natural objects of various textures to create a craft.

Wiggly Worm Compost Grades: - K - 5th grade - Discuss where worms live, their adaptations and how they are used to "vermicompost". Children will explore a worm compost bin for live creatures.

Incredible Insects Grades: - 2nd & 4th grade - Insects can be found in all different types of habitats, but how do they survive? Learn about the insect life cycles and how they survive. You will even get a close up with preserved insects.

Pond Study Grades: - 2nd, 4th & 5th grade - Be prepared to get your hands muddy as we explore the pond in search of tadpoles, fish, and dragonfly nymphs! For the health of our pond critters, we can only accommodate two classes per day for this catch and release activity.

Ecosystems Grade: - 5th grade - Discuss the food web and use hands-on activities to learn how everything is connected. Plus create an Ecosystem in a Jar to take home.

Plants & Photosynthesis Grades: - 3rd grade - Engage in a variety of activities to understand the parts of the plant and the processes by which plants use sunlight, water, and carbon dioxide to create oxygen and sugars.

Reptiles Grades: - K, 1st, 2nd, 4th & 5th grade - Discover the diversity of reptile characteristics. Then, meet some real live reptiles! For the health of our resident reptiles, we can only accommodate two classes per day for this topic.

Soil Scientists Grades: - 1st & 3rd grade - Explore sand, humus and clay by getting your hands good and soil-y! Become a junior soil scientist by using tools to sample soils.

Seeds and Sprouts Grades: - Pre-K, K, 1st & 3rd grade - See what is inside a seed, learn how they grow and how they travel. Plant your own seed to take home.



Elementary Classroom Programs

Have the Garden come to you! A highly trained environmental educator will bring a hands-on workshop to your school. Students can meet live animals, create animal tracks, conduct crazy experiments, and more without ever leaving their classroom. Each program is matched to NC grade level science standards. Each program is approximately 1 hour in length.

Remarkable Reptiles: K, 1st, 2nd, 4th & 5th grade (Involves 2 Reptiles!)

Students will learn what makes an animal a reptile and have the opportunity to meet two live reptiles. Younger students will focus on what reptiles need to live and how they move, while older students learn reptile adaptations and their roles in their native ecosystems. Students then rotate through our reptile activity stations to try “shedding”, examine snake skin up close, and create wooden wiggle snakes. For the health of the reptiles, we may only be able to offer 2 classes in a day.

Wacky Weather: Pre-K, K, 2nd, & 5th grade- Students will learn about the weather and the seasons with fun hands-on activities and amazing extreme weather demonstrations. Students will make a pinwheel or a weather vane.

Life Cycles: Pre-K - 2nd grade - An introduction to the incredible wonders of metamorphosis, this class will get students excited about learning how frogs and butterflies grow up. The class includes a short story book, a puppet skit, and hands-on life cycle activities.

Soil Science: 1st & 3rd grade - Students will learn the different components of soil and how it helps plants grow. 3rd graders integrate a scientific use of fractions to create a pie chart displaying the different components of soil. Students take a real soil core from natural areas near their school and study the sample. Afterwards, they will enjoy a delicious edible “dirt” pudding cup that shows all the layers of real soil. **Note: Allergy restrictions may prevent some students from participating in the edible “dirt” pudding activity.**

Animal Detectives: 4th & 5th grade - This program introduces students to the many types of animal signs, such as tracks and scat, which allow us to gather information about animals we can't actually see. Many mammals are nocturnal and animal signs are often the easiest way to know when these animals have been around. The class includes an introduction to native mammals and six animal sign stations which allow students to match animal tracks, compare scat replicas, examine a real nest, and use all their senses to explore a wide variety of animal signs. Then students create their own animal tracks to take home. **Note: This class is highly adaptable and typically a great option for special needs or inclusion groups.**

Seeds and Sprouts: Pre-K - 3rd grade - Want to learn what a plant needs to grow? Or how a small seed becomes a giant tree? This class starts with a fun garden story. Then, each student will dissect their own seed. Students will make rubbings of different plants and flowers. Students will experience sensory plant activity stations and plant their own seeds.

Middle & High School PROGRAMS



Plan a trip to explore the Garden and combine any of our Middle and High School Science Programs with a tour of the Garden's 80 acre living laboratory. Can't bring your classes to the Garden? The Garden can come to your school with highly trained instructors and engaging, scientific labs right in your student's classroom. Each program is approximately 1 hour in length.

NATIVE ECOSYSTEM and WILDLIFE

Explore Our Native Ecosystem: Grades: 6, 8, BIO, EE - Students will meet 2 live animals and explore the animal's roles in the native Sandhills ecosystem. This interactive classroom visit also includes learning about food webs and symbiotic relationships.

Dissect a Frog (Without the Mess): Grades: 7, 8, BIO - Learn about the anatomy of a frog using anatomical models of frogs. These models come apart to reveal a frog's internal organs and structures without the need for dissection. CFBG's 4D frog models provide the opportunity to explore and understand the anatomy of a frog and their unique make up.

Owl Pellet Exploration: Grades: 6, 8, BIO, EE - Students will explore food webs and the interdependent relationship within an ecosystem through the study of owl food pellets. In this interactive, hands-on class, students will dissect actual owl pellets and discover what their owl has been eating.

RENEWABLE ENERGY

Build a Wind Turbine: Grades: 7, 8, BIO, EE - Discover the many different types of energy humans use. During this class, students will create their own renewable energy solution by building a wind turbine.

Design a Solar Powered Car: Grades: 7, 8, BIO, EE - Discover alternative energy options while constructing a solar-powered vehicle.

WATER QUALITY

Watershed Pollution Lab: Grades: 6, 8, BIO, EE - Cumberland County is part of the largest watershed in North Carolina. Watershed pollution lab provides a hands-on understanding of how the water in your own backyard can accumulate pollutants and contaminate the watershed we share. Class discussion includes how we can limit pollution to protect one of our most valuable resources, fresh water!

Conduct a Macroinvertebrate Index: Grades: 8, BIO, EE - Conduct a macroinvertebrate index from the comfort of your own classroom with our macroinvertebrate index game. Students will evaluate a mock ecosystem and determine if that ecosystem is healthy based on their macroinvertebrate sample. (Can be combined with a Pond Study if conducted at the Garden.)



BOTANY

Plant Cell Models: Grades: 7, BIO - Explore the unique features of plant cells with a projecting microscope. Students will construct 3-D models of plant cell organelles using modeling clay.

Seed Dispersal Design Challenge: Grades :6, BIO - Students discover the adaptation that enable seeds to travel and disperse plant species across their habitat. Working in groups, the students will design their own super seeds that travel on the wind and attach to a glove.



MATTER AND ENERGY

Squishy Circuits: Grades: 6, 7 - Explore electricity, circuits, conduction and insulation. Through the use of conductive modeling dough, students will craft original models featuring illuminated elements and dynamic components.

Rocks and Minerals Lab: Grades: 6, EE - Learn about the different types of rocks and minerals and how they form. Using real rock and mineral samples, students will conduct scientific tests to test for hardness and streak.

NC HISTORY AND SOCIAL STUDIES PROGRAMS



THE HAZEL MCCAULEY HERITAGE GARDEN

Experience life in the late 1800's with tours of the Hazel McCauley Heritage Garden. Ring the dinner bell, fetch water from the well, try the butter churn, dress up in period clothing and harvest food from the garden.

Each Heritage Garden field trip includes a hands-on workshop and tour of the Heritage Garden including the interiors of the Farm House and General Store.

4th Grade Programs

Design a Garden Bed: - Students design their own garden beds and consider the dilemmas of farm life in the 1800s. Using area and perimeter measurements, participants will design the proper fencing and crop production for the garden.

Bee Keeping: - Bee keeping has been practiced in North Carolina since the 1700's. In this workshop, students have the opportunity to taste local honey, suit up in beekeepers' clothing and create rolled beeswax candles to take home. The history of beekeeping is also explored with primary and secondary sources.

Quilt Patterns: - Explore the history of quilting and textile arts by creating a fun, craft project, dressing in historical costumes and using primary sources to explore the cultural significance of quilt patterns.

NC Symbols: - Did you know that NC has a state salamander? How about a state carnivorous plant? In this program, students will study the significance of our state's symbols using a bingo game, as well as design their own NC state symbol.

Intro to Horticulture Careers

Recommended for Middle and High School Students: Expose students to the rewarding possibilities of a career in horticulture with a Garden exploration, behind-the-scenes greenhouse tour and a Q&A session with one of CFBG horticultural staff. (Maximum of 2 classes per day.)

Growing Health Programs - K - 5 grades

Encourage healthy life habits with a hands-on workshop and tour of the vegetable garden. Time in nature boosts students' mental and emotional health, while CFBG educators help foster a connection with nature that inspires healthy choices.

Plants Feed Me: - (\$30 supply cost for food.) Embark on an adventure as we explore the world of edible plants, from roots to flowers. Learn to identify different plant parts and discover how they contribute to healthy snacks.

Eat a Rainbow: - (\$30 supply cost for food.) Students will learn about the importance of "eating a rainbow" every day. Taste different fruits and vegetables as well as search for a rainbow in the Garden.

Animal Athletes: - Can you flap your "wings" like a hummingbird or jump like a frog? Students will enjoy an active adventure with our Animal Athlete action stations. Your class will learn about the amazing abilities that help animals survive and how staying active, helps keep humans healthy.



Nature Art Programs

Use the wonder of nature to inspire your students' art work. Creating art in nature is about connecting with your environment, being inspired by the natural world, and using art to extend your nature study. All nature art programs can be combined with a tour for a half-day Garden field trip.

Nature Journaling: Grades: 3 - 12 - Introduce students to the art of nature journaling, practice careful observation skills, and create art inspired by the Garden. Each student begins a nature journal which they will take home. This class can also be conducted as a classroom program at the school.



Nature Object Art: Grades: K - 12 - Explore the elements of art in the work of famous artist Andy Goldsworthy. Students will create their own art using natural objects such as leaves, stones, feathers and seeds.

Clay Animal Creations: Grades: K - 12 - Create imaginary animals using basic clay working techniques and air dry clay. Each clay sculpture will feature an animal adapted to a specific habitat connecting ecological knowledge with artistic creation. This class is also available as a classroom program at the school.

Botanical Spray Art: Grades: PreK - 8 - Explore the artistic use of negative space and color theory. Students will collect and use natural materials from the Garden to create watercolor spray art.

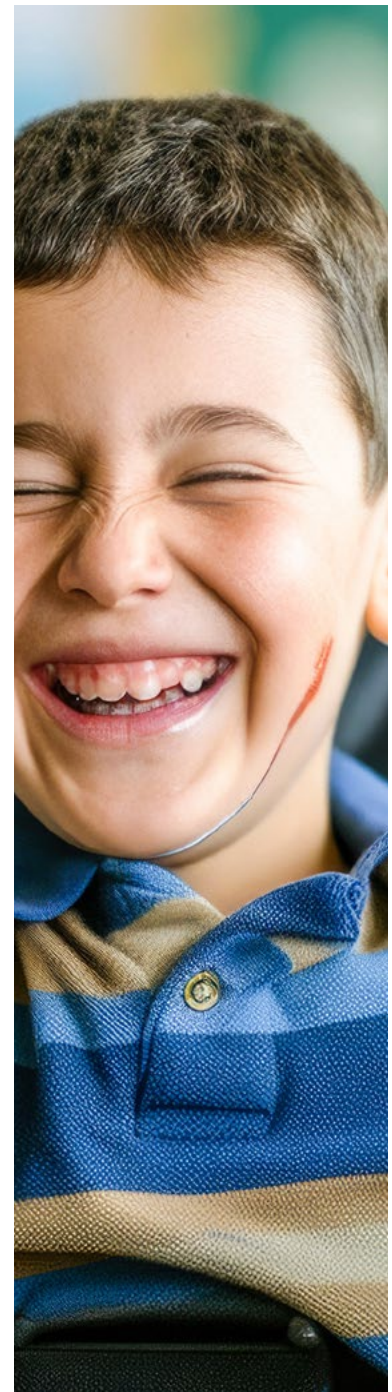
Exceptional Children's Classes

Diverse Abilities Tour – Explore the Garden with a focus on sensory elements such as fuzzy leaves, fragrant herbs, and colorful flowers. Look down at the Children's Garden from top of the treetop canopy walk and adventure through the bamboo tunnel. The tour takes about an hour and includes slow walking on sometimes uneven surfaces, but can be adjusted to be wheelchair accessible.

Heritage Farm Sensory Tour – Explore the Vegetable Garden and the historical farm buildings. Engage with history with hands-on activities such as trying the butter churn, lifting the bucket on the well and ringing the farmhouse bell. Plus focus on sensory exploration with herbs and familiar fruits and vegetables.

Meet the Animals Workshop – Meet two of the Garden's Education animals such as Carlos the Box Turtle or Maize the Corn Snake. Participants will have a chance to pet the animals and learn how each species helps our native ecosystem. Then create your own animal track to take home using model magic, washable markers, and easy molds. – Maximum of 2 classes per day.

Custom Program (\$50 additional fee) – Work with our staff to design an education program specifically for your group. We can create a custom program for most themes or learning objectives and design activities for your individual students.



SCOUT, HOMESCHOOL AND CLUB PROGRAMS

Scouts, homeschoolers and clubs may enjoy programs designed for mixed age groups with activities like building a birdhouse, a night hike, campfires, meeting live reptiles or using nets to look for animals in the pond. All programs are one and half hours long and align with scout badge requirements listed below. Programs are \$15 per participant with a minimum of 10 participants per program.

Bee Keeping:

Badges: **Brownie** - Bugs, **Junior** - Gardener, **Scouts** - Insect Study

Bee keeping has been practiced in North Carolina since the 1700s. In this workshop, students have the opportunity to taste local honey, try on beekeepers' clothes, learn about pollinators and create their own rolled beeswax candle to take home.

Heritage Garden Exploration:

Badges: **Scouts** - American Heritage, **Junior** - Playing the Past, Gardener

Experience life in the late 1800's with tours of the Farm House, General Store and Vegetable Garden. Ring the dinner bell, fetch water from the well, or give the butter churn a try. Participants will plant a tomato plant to take home.

Fantastical Succulent Dish Garden:

Badges: **Lion** - Ready, Set, Grow, Bear - Fur, Feathers, Ferns, **Scout** - Gardening, Daisy - Flower Garden, **Junior** - Gardener

In this program, the group will explore the Garden, view different methods of gardening, tour the vegetable garden, and discover the importance of composting and pollinators. Then each participant will create and take home their own succulent dish garden complete with plants, figures and decorations.

Build a Bird House:

Badges: **Scout** - Environmental Science, Food Chain, Environmental Science, **Junior**: Animal Habitats

View five different wildlife habitats in the Garden and consider the ways we can support wildlife in our community. Participants will assemble and paint bird houses to take home.

Trail Skills Workshop:

Badges: **Wolf** - Paws on the Path, **Junior** - Camper, Compass Skills Patch, Find Your Way

Learn basic trail skills including map reading and compass navigation with a fun, engaging group scavenger hunt. Participants will create their own functioning compass and learn about the history of early navigation.

Animal Detectives:

Badges: **Tiger** - Tigers in the Wild, **Wolf** - Paws on the Path - **Bear** - Fur, Feathers, Ferns, **Daisy** - Trail Adventure, Eco Learner, **Brownie** - Outdoor Adventurer

This program introduces students to the many types of animal signs, such as tracks and scat, which allow us to gather information about animals we can't actually see. Many mammals are nocturnal and animal signs are often the easiest way to know when these animals have been around.

Night Hike - Explore the Garden at Night:

Badges: **Wolf** - Call of the Wild, **Cadette** - Night Owl Hike

Participants will learn to spot animal signs, look for “eye shine” and listen for owls, star gaze and more. After the hike, the program will conclude with s’mores around the campfire.

Leave No Trace:

Badges: **Tiger** - Tigers in the Wild, **Wolf** - Call of the Wild Adventure, Webelos - Walk about Adventure, **Brownie** - Eco Friend, **Junior** - Eco Camper, **Cadette** - Eco Trekker

Practice the “Leave No Trace” principles with a series of interactive outdoor games. Fire safety will be practiced by making s’mores around the campfire.

Reptiles and Amphibians:

Badges: **Scouts** - Reptiles and Amphibians, **Junior** - Animal Habitats

Meet two live animals and learn the unique characteristics that define these animals.

Participants will create a “toad abode” home for amphibians.

Outdoor Art Workshop:

Badges: **Daisy** - Outdoor Art Maker, **Brownie** - Outdoor Art Creator

Explore the elements of art in the work of famous artist Andy Goldsworthy. Attendees will create their own art using natural objects such as leaves, stones, feathers and seeds. Take home a bookmark or card made from pressed flowers and leaves.

Insect Study:

Badges: **Scouts** - Insect Study and Nature, **Brownie** - Bugs

Attendees will take bug boxes and butterfly nets into the Garden to search for insects. Participants will learn why these small animals are so important and create their own bug box to take home.

Pond Study:

Badges: **Scouts** - Nature - **Brownie** - Eco Friend - **Junior** - Animal Habitats

Be prepared to get your hands muddy as we explore the pond in search of tadpoles, fish, and dragonfly nymphs! For the health of our pond critters, we can only accommodate two classes per day for this catch and release activity.



PROGRAM INFORMATION

How to Prepare:

- Programs at the Garden are held entirely outdoors. Please have children wear appropriate, layered clothing. For the children's safety, flip flops, sandals or "fancy" shoes are not allowed.
- Pre-apply sunscreen or insect repellent if a child is sensitive.
- Please remind students to wear coats, especially in early spring and late fall. The Garden can be colder than expected, especially on a breezy day.

Class Grouping and Class Size:

- Class groups are a maximum of 25 students per group. We recommend against combining classes, however if your school decides to combine classes, groups are to remain at a maximum of 25 students per group.
- Please have students separated into the appropriate number of class groups before the program begins.
- A teacher or other responsible adult must accompany each class and remain with their class for the entire program.

Inclement Weather:

- Garden staff conduct outdoor programs in most weather including light rain or wind. Should a storm occur during your scheduled outdoor program, CFBG will do its best to reschedule. The majority of rescheduled field trips will be moved to a Monday.

Accessibility:

- The Garden buildings and Children's Pavilion are wheelchair accessible, though not all trails are paved. Please inform our staff of any participants with limited mobility or if strollers will be used.
- We provide a 30-45 minute walking loop of paved trails at Cape Fear Botanical Garden, including a wheelchair-accessible tree walk in the Eleanor and Raymond Manning Children's Garden. Our staff adapts programs to accommodate various abilities. Please inform our instructors of any adaptive needs so we can customize the program accordingly.
- Cape Fear Botanical Garden offers golf cart rentals at \$35 per rental. This option allows teachers or students to explore the Garden without walking. Most carts seat 3 people, and advanced notice is required for rentals.
- The Garden features children's educational signage throughout several areas. These signs are provided in Spanish and English.

Chaperones:

- Program fees cover teachers, bus drivers, and teacher assistants. Parents and other family chaperones can pay a reduced admission of \$5 in advance, or the regular Garden admission at the door. Chaperone Admission: \$10 Adults, \$9 Seniors/Active Military

Gift Shop:

- After programs end, groups can visit the Garden Gift Shop. To accommodate its size, students should be divided into groups of no more than 8 at a time. Items in the Gift Shop vary in price, with some children's items priced between \$1 and \$2 each.

Lunch Pavilion:

- Lunch in the Garden offers a great chance to teach students about recycling. Please ensure lunch areas are left clean and orderly. Instruct children to pick up and properly dispose of any trash and leftover food.

RESERVATION PROCESS

Once all program details are confirmed (such as date, class choice, and number of participants), we will issue a contract via DocuSign. Your program date will be reserved once we receive your signed contract.

Program fees are due on the day of the program or field trip. Cape Fear Botanical Garden accepts cash, credit card or checks as forms of payment.

CHANGES AND REFUNDS

While our staff strives to accommodate every school and organization, we cannot guarantee changes to your reservation after receiving the signed contract. Please note that you are responsible for program fees, even in the event of cancellation. Cancellations made with at least 30 days' notice will incur a 50% charge of the original program cost. Cancellations with less than 30 days' notice will incur the full program cost.



CFBG BEHAVIOR GUIDELINES

Respect for Nature: Children must respect all plants, wildlife, and natural habitats within the Botanical Garden. Avoid picking flowers, disturbing wildlife, or damaging plants.

Stay on Designated Paths: Children should remain on designated paths and trails to protect both themselves and the garden's vegetation.

Quiet Zones: Respect designated quiet zones to maintain a peaceful atmosphere for all visitors and wildlife.

Dispose of Waste Properly: Dispose of trash and recyclables in designated bins. Keep lunch areas and picnic spots clean and tidy.

Supervision: Children must be supervised by adults at all times to ensure their safety and the safety of the garden's inhabitants.

Educational Opportunities: Use the garden as an educational resource to learn about plants and ecosystems respectfully.

Respect for Other Visitors: Be courteous to other visitors by keeping noise levels reasonable and allowing others to enjoy their visit.

Emergency Procedures: Follow staff instructions in case of emergencies and adhere to any safety guidelines provided.

Group Visits: Teachers and chaperones are responsible for ensuring that all children in their group adhere to these guidelines.

Enforcement: Failure to comply with these rules may result in removal from the Garden premises.

By following these guidelines, children can enjoy and learn from their visit to our Botanical Garden while respecting its natural beauty and inhabitants.

Pricing Information

Refer to the chart below for pricing information and details

Program Type	Pricing	Program Length	Class Size	Grades	Additional Information
Elementary Science Field Trip	\$250 per class	2 hours	10 - 25 per class	PreK - 5th	Maximum of 4 classes per day. Includes a tour and "hands-on" workshop.
Middle & High School Science	\$250 per class	2 hours	10-30 per class	6th - 12th	Maximum of 2 classes per day. Includes a tour and "hands-on" workshop.
4th Grade History & Social Studies Programs	\$250 per class	2 hours	10-25 per class	4th	Maximum of 4 classes per day. Includes a tour and "hands-on" workshop.
Introduction to Horticulture Careers	\$250 per class	2 hours	10-30 per class	6th - 12th	Maximum of 2 classes per day. Includes a tour, "behind the scenes" look at the Greenhouse and Q&A with CFBG staff.
Growing Healthy Programs	\$150 - \$300 per class	1 hour	8 - 20 per class	PreK - 5th	Maximum of 2 classes per day. Includes a visit to the Heritage Garden, but not a full CFBG tour.
Nature Art Programs	\$200 per class	2 hours	25 per class	PreK - 12th	Maximum of 4 classes per day. Includes a tour and "hands-on" workshop.
Scout, Homeschool and Club Programs	\$15 per participant	1.5 hours	10 - 20 per class	All Ages	1 class per day, Min. 10 scouts. Scout classes are matched to badge requirements.
Elementary Science CFBG comes to the school	\$150 per class	1 hour	10 - 25 per class	PreK - 5th	**Additional fees may apply for travel outside of Cumberland County
Middle & High School Science - CFBG comes to the school	\$150 per class	1 hour	10 - 30 per class	6th - 12th	**Additional fees may apply for travel outside of Cumberland Count
Nature Art Programs	\$150 per class	1 hour	10 - 25 per class	PreK - 12th	**Additional fees may apply for travel outside of Cumberland County

Financial Aid: CFBG provides financial assistance ranging from 25% to 50% for Title 1 schools booking educational programs, subject to grant fund availability. Requests must be made at the time of booking.

Cape Fear Botanical Garden



INFO.

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BOTANICAL
GARDEN

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