

# YOUTH EXPEDITION

## Animal Behavior Encounter at SOULSTANG



### Science Experience Vocabulary



Natural Horsemanship

Herbivore

Pareli Program

Friendly Game

Porcupine Game

Driving Game

Yo Yo game

Circle Game

Sideways Game

Squeeze

Seven Keys to Success

Herd

Primary Consumer

American Legends

PTSD

TBI

## Science Activity



Students will do the following:

- Help groom, cleanup, and feed mustang horses.
- Will interact with mustang horses.
- Tour the facilities on site.
- Learn about the behavior and history of mustangs.

Lunch or a Snack is optional

## Youth Expedition Science Goals



1. Learn the three core values of SOULSTANG.
2. Understand the partnership between mustang and humans.
3. Learn how the behavior of mustangs can help people with Post Traumatic Stress Disorder (PTSD) and Traumatic Brain Injury (TBI).
4. Learn about the importance of mustangs in American history.

## NSSG Standard

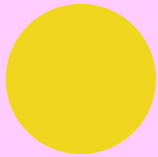


Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.



### **Length of Experience**

Approximately 3 hours  
or  
1.5 hours



### **Create an Investigative Report**

**Students will answer the essential and scientific questions:**

How will human impact on different habits lead to the survival of the species ?



### **Cost of Science Experience**

**To Be Announced**

All supplies for this experience will be provided.  
Registration is currently closed.