

Who are We?



Rhode Island Environmental Education

Association

New England Environmental Education Association



Wood-Pawcatuck Watershed Association



Audubon Society of Rhode Island

Why is Environmental Education Important?

Today's children are spending more and more time inside and little or no time exploring outside. As a result they are developing a disconnect with the natural world.

How will the next generation protect the natural resources if they have no connection?

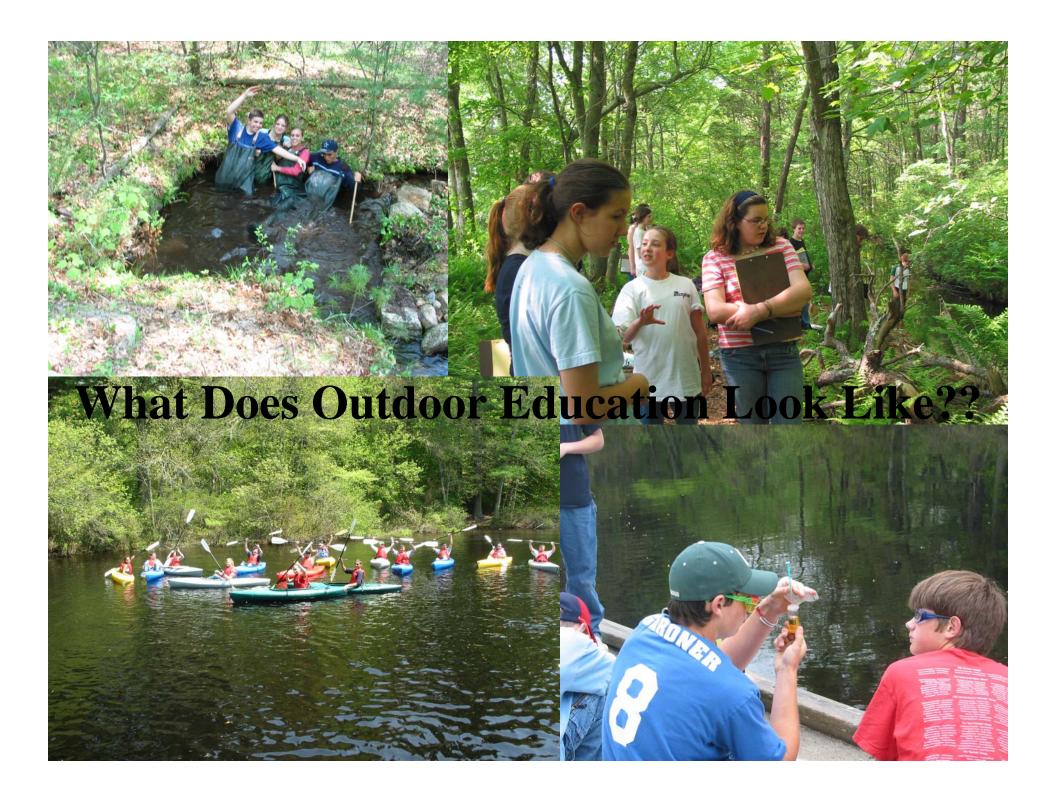
Environmental Education

is the process of developing citizens who are knowledgeable and concerned about their natural and human-designed environment, and their interrelationship with it.

Environmental Education seeks to foster citizens who are aware of their responsibility toward the environment; who are competent to participate in environmental problem-solving decisions; and who are motivated to work toward solutions of environmental problems.

Environmental Education:

- Is a life-long learning process that increases awareness about the environment and its systems.
- Develops critical-thinking skills that enable responsible decision-making.
- Builds knowledge and skills in the natural sciences, social sciences, and humanities.
- Allows for opportunities to apply those skills.



Characteristics

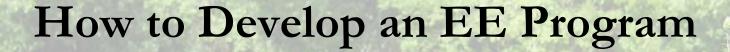


- Hands-on
- Experiential
- Inquiry-based
- FieldExperience
- Authentic



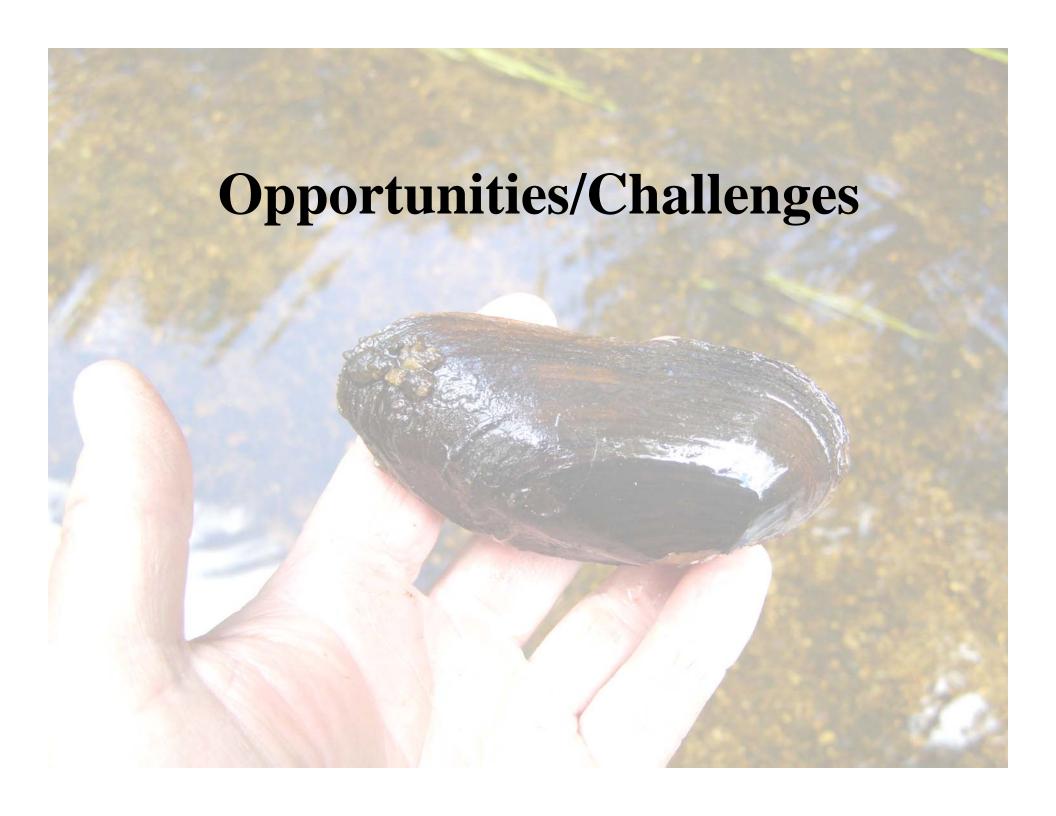






- Align with Organizational Programming
- Identify Target Audience
- Develop Partnership/Collaboration
- Create Authentic Learning Models
- DO NOT RECREATE THE WHEEL
- Pilot
- Evaluate and Assess
- Revise and Adapt





Seek out those that are already doing Environmental Education

RIEEA Partners:

- Aperion Institute for Environmental Learning
- Audubon Society of Rhode Island
- Norman Bird Sanctuary
- Ocean State Environmental Education Collaborative
- RIDEM Division of Fish and Wildlife
- RIDEM Division of Forestry
- Roger Williams Park Zoo
- Save The Bay
- Wood-Pawcatuck Watershed Association

