



Afterschool Programming and Population Education

Population Education lessons cover methods and topics that make them ideal for afterschool and outdoor educational contexts.

Afterschool Activities from PopEd Offer:

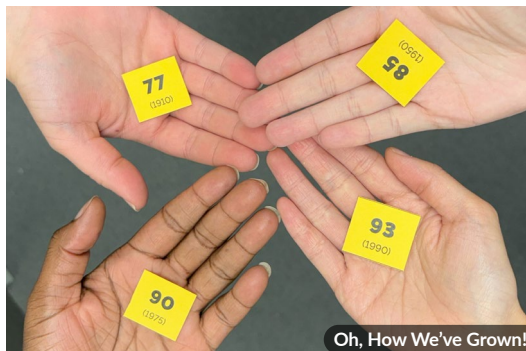
- Physical movement, open-ended play, and inquiry-based exploration of students' surroundings.
- Easy scaling to engage large or small groups of students and make good use of large and/or outdoor spaces.
- Interdisciplinary environments that naturally integrate different subject areas and skill sets.
- Skills that work for learners in all K-12 grades and suit the range of developmental needs of different ages.

Activities Relate to Students' Lives

Population Education lessons take a holistic approach to students' education, emphasizing social-emotional development along with cross-disciplinary skills. These lessons take advantage of the atypical educational spaces common in non-formal educational settings to create kinetic, memorable experiences. Students use the unique methodologies of these lessons to explore new topics in active and engaging ways instead of filling out worksheets or working alone in silence.

Want lesson plans that are great for afterschool? Flip the page to explore some favorites!





Sample Afterschool Activities

○ Crowding Can Be Seedy

- This lesson casts students as flower seeds waiting to be planted in a flower pot. A circle of yarn on the ground represents the flower pot and as student "seeds" are planted, their classmates urge them to grow by reciting a short poem with hand motions. The instructor adds more and more students to the circle and asks students to describe how much space they have to grow up as healthy "flowers" when there are more students sharing the same space. Because yarn is the only necessary prop, instructors can set up as many flower pots as needed to engage all students, and the activity becomes extra impactful when students are outside and can feel the sunlight and fresh air that the plants in the simulation need.

○ Oh, How We've Grown!

- In this simulation, students model historical rates of human population growth. Each student receives a provided Counting Card with one number between 1 and 100. The group stands around a large, demarcated circle representing the Earth, and counts from 1 to 100 to indicate the passing of time. As students hear the number on their cards, they jump into the circle to show the population has grown. Students may find themselves rushing to the circle with half their classmates or taking a lonely step into the circle when nobody else has moved, showing the significant changes of population growth rates throughout history.

○ Panther Hunt

- In this fun game, students become panthers on the prowl for food. Prey is represented by small, overturned cups with labels marking different animals, each giving a different number of kilograms worth of food. Students hunt for prey by bringing cups one at a time back to their "dens," or spaces marked for each student. The size of the panther habitat and the distribution of cups can make for many different styles of "hunts," but students are always practicing how to balance sharing space with their classmates with maximizing the chance for their own victory. Panthers need at least 50 kg worth of food to survive, but not every panther will be able to hunt that much food. Students explore topics including carrying capacity and resource distribution as they compete against their classmates.

○ Unfair Race

- Students participate in a "race to good health" in which they represent different countries. Before the race begins, students line up with provided Country Cards, which include a variety of health-related statistics about each country. The take steps forward when their country has a good health stat and backwards when the country is struggling. Now, before the race towards a finish line of "good health," students can look at which countries have a head start and which countries are left with further to go. Ultimately, students consider the reasons for disparities among countries and analyze global progress toward universal health coverage.