



Multi-week Programs

Programs	Grades	P-12 NYS Learning Standards
City By Design	2-5	Science: ETS1-1; ETS1-2; LS4-4; ESS3-1
Build It Up	PreK-5	Science: ETS1-1; ETS1-2; ETS1-3
Innovative Inventors	3-5	Science: PS3-1; ETS1-1; ETS 1-2 Social Studies: K.8a; 1.2a
Anatomy of a Comic	3-6	ELA: 5R7; 6W3; 6SL1; 6SL5 Arts: VA. Cr1.1; VA.Cr3.1; VA:Re8.1; VA:Cn10.1
Seafloor to Seashore	3-6	Science: 3-LS4-3; 3-LS4-4; 3-LS3-2; 4-ESS2-1; 5-PS3-1; 5-ESS2-1; MS-LS2-1; MS-LS2-3; MS-LS2-4; 5-ESS2-1
Investigation: Science	PreK-2	Science: PS1-1; ETS1-1
Nature Art	PreK-3	Arts: PK.ARTS.5; PK.ARTS.6; VA:Cr2.1K ELA: PKR1; KW6

City By Design

This program is a hands-on, community development and planning program that educates students on the intricacies and inner workings of their own community! We will investigate the principles of community planning and explore social and environmental factors that contribute to shaping our towns and cities. During this experience students will explore community needs and then put their newfound knowledge into work planning and building a model of their ideal community.

Build It Up

Engineers are the great problem solvers of the world. This program introduces students to the world of engineering and the engineering design process. Learn how to think like an engineer as you design a solution to help solve our weekly dilemma.

Innovative Inventors

Students will explore the invention process of great pioneers in the field of science and technology. Step back in time and learn about a different innovative inventor and their creations every week. Find out how world-famous engineers, scientists, and builders used what resources were available to design breakthrough creations that changed the way people lived. Students will be challenged to recreate these ground-breaking inventions using limited resources, much like the inventor. Through trial-and-error students will complete the activity having overcome the challenges the original inventors faced while becoming innovative inventors themselves.

Anatomy of a Comic

Students have the chance to make their very own comic book! As a class, we learn about the history of sequential art and the basics of writing and story-telling all to compose their comic book. We develop characters and plot lines to make for an intriguing read and try our hand at comic book illustration styles.

Seafloor to Seashore

This program is meant to give children a basic understanding of the interactions between the coast and the ocean through an ecological lens. Students will engage with the interconnectivity of seemingly disparate portions of a biome and how the environment influences the extant organisms and how those organisms have an influence on their environment. They will learn about niches within a biome and how energy is transferred through the food chain. Students will learn how the environment balances itself and how human impacts can disrupt the feedback loops that maintain that balance.

Investigation: Science

This program challenges your students to think like a scientist using scientific inquiry as they determine the cause of the phenomenon that occurred right before their eyes. Learn about a different field of science each week with hands-on experiments, challenges, and data.

Nature Art

In this program students learn about plants and animals and explore nature's art materials to create art projects. Using natural materials like plants, soil, rocks, pinecones, and seashells, students will do fun, hands-on artistic activities while learning about science and nature.