School Age Outreach & Hybrid Programs

Programs	Grade	P-12 NYS Learning Standards
Alphabet Sleuths*	K	ELA: K.AC.1.b; K.AC.3; K.ELAL.1; K.ELAL.2; K.ELAL.5
Animal Tales	K	Science: LS-1 ELA: CCSS.ELA-Literacy.RI.K.1
At Home in a Pond	2-3	Science ESS2.C, LS2.2, LS4.1, LS4.4
Build It Up	K-3	Science: ETS1-1; ETS1-2; ETS1-3
Catching Rainbows	K-1	Science: ESS2.D; PS3-1; ESS2-1; PS4-3; PS3-1 ELA: CCSS.ELA-Literacy.RI.K.2; CCSS.ELA-Literacy.SL.1.2 Social Studies: K.8b
Frogs and More Frogs	K-1	Science: MST Sc.4, LSI.A, LSI.C, LS1-1, ESS2.2, LS4.D, ELA: CCSS.ELA-Literacy.RI.K-2.1
Habitat Hunters	K-2	Science: LS1.1; ESS2.2; ESS3.1; LS2.2; LS2.A ELA: CCSS.ELA-Literacy.RI.K-2.1
Healthy Habits*	K-1	ELA: 1R1; 1R9; 1W6; 1W7; 1W4; 1S4
Honeybee Business	K-3	Science: LS2.2; LS2.1; LS4.4; ESS2.2 ELA: CCSS.ELA-Literacy.RI.K-2.1
In Days Gone By	K-1	Social Studies: K.8a; 1.6a; 1.8a; 1.9c ELA: CCSS.ELA-Literacy.SL.K-1.1
Innovative Inventors	K-2	Science: PS3-1; ETS1-1; ETS1-2 Social Studies: K.8a; 1.2a
Investigation: Science	K-1	Science: PS1-1; ETS1-1
Iroquois Ingenuity	3-5	Science: ESS3.1; ETS1; ETS2; ETS3; MSPS2-3; MSPS3-6 Social Studies: 3.3; 4.2a; 4.2c
Journey Through the Solar System	K-2	Science: ESS1-1; ESS1-2; ETS1-1; ETS1-1; ETS1-2
Kids Who Code*		Science: ETS1-1; ETS1-2; ETS1-3
Kitchen Science	K-2	Science: PS1-1; PS1-4;PS1A&B; PS1-1; PS2; PS3; PS4
Look, Listen, & Touch	K-1	Science: LS1.A; LS1.D; PS4.1
Mastering Measurement	6-8	Math: 6.G
Matter, Matter Everywhere	2-5	Science: PS1-1; PS1-4; PS1A&B PS1-1; PS2; PS3; PS4
Measures for Measuring	3-5	Math: 3, 4 & 5 MD
Motion Madness	2-5	Science: PS2-1; PS2-2; PS3-1; ESS3-1; ETS1-1; ETS1-2
My City, My Story	K-1	Science: ETS1-1; ETS1-2; LS4-4; ESS3-1 ELA: 1SL1; 1SL3; 1SL4
My Community*	2-5	Science: ETS1-1; ETS1-2; LS4-4; ESS3-1
Our River, Our Responsibility	4-6	Science: ESS2-2; ESS2-A; ESS2-E; ESS2C; ESS3C; MSLS2.2
Silent Spinners	1-4	Science: LS1-1; LS3-B; LS3-1
They Lived Along the Mohawk	K-2	Social Studies: K.7a; K.9a; K.9c; 1.6; 2.5

*Recommended for in-person outreach

Alphabet Sleuths

Recommended for grade K

This program is a celebration of letters and literacy! Your students will uncover the alphabet through an interactive program that further develops their social, motor and language skills.

Animal Tales

Recommended for grade K

Have you ever wondered what the animals of a story book would be like if you could meet them? Together we will read their stories and learn about their real lives in this exciting animal story time.

At Home in a Pond

Recommended for grades 2-3

Ponds are exciting places to see how life cycles may take many forms. Students will learn about the ecology of freshwater ponds by exploring life cycle models, skulls, shells, furs and complete a project illustrating how a pond community is like a neighborhood.

Build It Up

Recommended for grades K-3

This program introduces students to the world of engineering, as well as, the Engineering Design Process. Students will begin to problem solve like an engineer as they propose and design a solution to solve a major dilemma and save the day!

Catching Rainbows

Recommended for grades K-1

Learn the myth and the science behind rainbows. Students will be introduced to how rainbows are created and craft a way to catch a rainbow of their very own!

Frogs and More Frogs

Recommended for grades K-1

What makes a frog different from other animals? Learn fun facts about these cool creatures while exploring through stories, puzzles, and creative expression. Create a pond mural for your classroom populated by student created frogs!

Habitat Hunters

Recommended for grades K-2

What is a Habitat? Who lives there? This program reflects the condition of the season it is presented in. For example – in winter children will learn about hibernation and in the spring, they will learn how the change in season affects the animal inhabitants. Children will use natural building materials to make a habitat for an animal.

Healthy Habits
Recommended for grades K-1
This program will transform students into germ busters! Together they will participate in various experiments to learn about germs, how they spread, and how to prevent them from spreading to their friends.

Honeybee Business
Recommended for grades K-3
Students learn about how the honeybee fits into the insect family, how essential bees are to the survival of many plant species; how honeybees accomplish their important work through engineering, working and communicating in a complex community. Children participate in an engineering hive challenge and contribute to a hive of information mural.

In Days Gone By
Recommended for grades K-1
Life was different for children 100 years ago. Clothes were washed by hand, candles provided light and irons were heated on the stove. Learn about chores, school, and play during this interactive program exploring technology of the past.

Innovative Inventors
Recommended for grades K-2
What goes into the creation of a great invention? This program will introduce your students to different inventors and their inventions. They will be challenged to design and create an invention of their very own to help solve a very serious dilemma.

Investigation: Science
Recommended for grades K-1
This program challenges your students to think like a scientist using scientific inquiry as they determine what was the cause of the phenomenon that occurred right before their eyes.

Iroquois Ingenuity
Recommended for grades 3-8
The Iroquois made significant contributions to our region's history and development of technology. Explore this exciting time in our past through artifacts, objects, and engineering challenges. Discover how the Iroquois lived and their unique ability to use their available natural resources in ingenious ways.

Journey Through the Solar System
Recommended for grades K-2
Students blast off for a visual journey through our amazing solar system. Through hands-on activities and experiments students learn about the relationship between Earth, the sun, and the rest of our solar system.

Kids Who Code
Recommended for grades K-3
This unique program uses hands-on activities to teach the fundamentals of coding. Students will learn about binary code, computational thinking, algorithms, and processing. Your students will then put their knowledge to the test when they are challenged to build a robot using Cubelets or magnetic blocks that when fastened together form the basis of a simple machine.

Kitchen Science
Recommended for grades K-2
Explore the three states of matter during this hands-on exploration using common household kitchen ingredients. This program includes a variety of chemistry activities in addition to the creation of a new material.

Look, Listen & Touch
Recommended for grades K-1
Can you smell with your tongue? Can you see in the dark? Jump in and learn all about the senses in this hands-on exploratory program. Students will have the opportunity to see the world in different colors, play musical instruments, and more!

Mastering Measurement
Recommended for grades 6-8
Mastering Measurement is a metric only program that explores conversion, units of measurement and the appropriate tools to measure length, volume, and mass.

Matter, Matter Everywhere
Recommended for grades 2-5
Through many fun and fascinating science experiments children will delve into an exploration of matter. Investigate the three states of matter, the size of atoms and molecules, and different types of chemical reactions.

Measures for Measuring
Recommended for grades 3-5
Using a hands-on approach, students learn how and why measurement standards have evolved and experiment with a variety of methods to measure length, mass/weight, capacity/volume, area, and perimeter.

Motion Madness
Recommended for grades 2-5
This physics program teaches students about motion through a series of hands-on experiments that test speed, friction, and other variables of force. Using the knowledge from these experiments, students are then challenged to build a roller coaster.

My City, My Story
Recommended for grades K-1
Students reflect on their community and learn about the things that make it a great place to live! With the help of the engineering design process, students construct buildings and work as city planners to create a model community. Once the city is assembled, students begin to tell the story of how their community was built. As a class, they'll create a picture book that will stay in the classroom to remind them of their time as city planners.

My Community
Recommended for grades 2-5
This program is a hands-on community development 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.

Our River, Our Responsibility
Recommended for grades 1-4
Join our educator in this hands-on investigation of the Hudson River and its watershed. Students will be introduced to stream ecology, learn the importance of the Hudson River, and more in this exciting exploration of the river that flows both ways.

Silent Spinners
Recommended for grades 1-4
Can spiders really make silk? This close-up look at common and exotic spiders, their bodies, webs, and habits will shed light on these beneficial creatures.

They Lived Along the Mohawk
Recommended for K-2
Learn how the indigenous people of this area harnessed natural resources to provide for their families and how their stories and traditions are reflected in the objects of everyday life.

Pre-K Outreach and Hybrid Programs

Alphabet Sleuths
Standards: PKR1; PKR2; PKR3; PKRF1b; PKRF1d; PKRF2
This program is a celebration of letters and literacy! Your students will uncover the alphabet through an interactive program that further develops their social, motor and language skills.

Animal Tales
Standards: P-LS1.1; S1.PK.2; LS1A.D, LS3B
Have you ever wondered what the animals of a story book would be like if you could meet them? Join CMAS as we get to know some of the animal stars from your favorite storybooks. Together we will read their stories then learn about their real lives in this exciting animal story-time.

Build It Up
Standards: ETS1-1; ETS1-2; ETS1-3
This program uses a storybook to introduce students to the world of engineering and the Engineering Design Process. Students will begin to problem solve like an engineer as they propose and design a solution to solve a major dilemma and save the day!

Catching Rainbows
Standards: ESS2.D; P-PS3-1; K.8b
Learn about the myth and science behind rainbows! This educational kit helps you teach your child about how rainbows are created and how you can make them even when you're indoors! The kit also contains all the materials you'll need to make a rainbow catcher for the next sunny day!

Frogs and More Frogs
Standards: MST Science Standard 4; LS1.A; LS1.C
Younger children can learn about frogs through manipulatives and hands-on fun. Students will learn about the frog's life cycle and habitat.

Healthy Habits
Standards: KR1; KR9; KW6; KW7; KS4
This program will transform students into germ busters! Together they will participate in various experiments to learn about germs, how they spread, and how to prevent them from spreading to their friends.

Habitat Hunters
Standards: LS1.A.K-2; LS1.C.K-2; CCSS.ELA-Literacy.SL.2.1; CCSS.ELA-Literacy.W.K-2.2
In the woods and fields and right outside our homes there are furry animals that are our neighbors. Children discover the unique traits of some of our mammal neighbors, and how they coexist in their habitats.

Honeybee Business
Standards: ESS2.E.K-2; LSI.B.K-2; LS1.C.K-2; LS1.D.K-2; CCSS.ELA-Literacy.CCRA.SL.K-2.1; MST Science Standard 4
Students learn about how the honeybee fits into the insect family, how humans have relied on bees over time, methods for collecting honey and the life cycle of the bee. Children will study pollen transfer and engineering like bees as they construct models of honeycombs in this program about the life cycle of a honeybee.

Innovative Inventors
Standards: PS3-1; ETS1-1; ETS1-1; K.8a
What goes into the creation of a great invention? This program will introduce your students to different inventors and their inventions. They will be challenged to design and create an invention of their very own to help solve a very serious dilemma.

Investigation: Science
Standards: PS1-1; ETS1-1
This program challenges your students to think like a scientist using scientific inquiry as they determine what was the cause of the phenomenon that occurred right before their eyes.

Look, Listen, & Touch
Standards: PS4.A, P-PS1-1, P-PS4-1
Can you smell with your tongue? Can you see in the dark? Jump in and learn all about the senses in this hands-on exploratory program. Students will have the opportunity to see the world in different colors, play musical instruments, and more!

Oceans in Motion
Standards: PLS1-1; ESS3-1
Children will learn about the ocean, its creatures and how we can protect them. Hands-on materials include preserved examples of sea life and shells.

They Lived Along the Mohawk
Standards: CCSS.ELA-Literacy.K-2.1; CCSS.ELA-Literacy.L.K-1.5C
This program focuses on the original people of this area. Children have the opportunity to handle objects, revealing how the earliest inhabitants of the Mohawk Valley learned the secrets of nature in order to survive.