

School Age Outreach Programs

Programs	Grades	P-12 NYS Learning Standards
Animal Tales	PK-K	<u>Science</u> : LS1-1, LS1-2, ESS2-2 <u>ELA</u> : PKR1, PKR2, PKSL1, PKR7, PKW7, PKSL4, PKSL5, KR1, KR2, KSL1, KSL4, KSL5
At Home in a Pond	2-3	<u>Science</u> : LS4-1, LS4-3, LS2-2, ESS2.C, LS2.C, LS4.C, LS4.D
Bigfoot, Mothman, & Champie – Oh My!	3-5	<u>Science</u> :
Build It Up	K-3	<u>Science</u> : ETS1-1, ETS1-2, ETS1-3
Catching Rainbows	PK-1	<u>Science</u> : ESS2.D, PS3-1, ESS2-1, PS3-1 <u>ELA</u> : PKR1, PKR2, PKR3, PKR7, PKR9, PKSL1, PKSL4, KR1-KR3, KSL1, KSL4, KL5, 1R1, 1R2, 1W7, 1SL1, 1SL4
Innovate and Inspire: The Legacy of Marie Van Brittan Brown	4-6	<u>Science</u> : ETS1-1, ETS1-2, ETS1-3
Frogs and More Frogs	PK-K	<u>Science</u> : LS1.A, LS1.C, LS1-1, ESS2-2, LS4.D
Habitat Hunters	K-2	<u>Science</u> : LS1-1, ESS2-2, ESS3-1, LS2-2, LS2.A, LS4.D <u>ELA</u> : KR1, KR2, KR8, KR9, KSL1, KSL4, KSL5, KSL6, 1R1, 1R2, 1R3, 1R7, 1R8, 1SL1, 1SL4, 1SL5, 1SL6
Honeybee Business	PK-K	<u>Science</u> : LS2-2, ESS2-2, ESS3-3
In Days Gone By	K-1	<u>SS</u> : K.7a, K.8a, K.9a, K.9b, 1.2a, 1.6a, 1.6c, 1.7c, 1.8a
Indigenous Innovation	3-5	<u>Science</u> : ESS3-1, ETS1-1, ETS1-2, ETS1-3, ESS3.C <u>SS</u> : 3.3a, 3.3b, 3.4a, 3.5b, 3.7b, 3.9a, 4.2a, 4.2b, 4.2c, 5.3b
Journey Through the Solar System	K-2	<u>Science</u> : ESS1-1, ESS1-2, ETS1-1, ETS1-2
Kids Who Code	1-3	<u>Science</u> : ETS1-1, ETS1-2, ETS1-3
Kitchen Science	K-2	<u>Science</u> : PS1-1, PS1-4; PS1.A, PS1.B, PS1-2, PS1-3, PS1-4
Magnet Racers	2-4	<u>Science</u> : ETS1-1, ETS1-2, PS2-2, PS2-3, PS2-4, PS3-4, ETS1.A, ETS1.B
Matter, Matter Everywhere	2-5	<u>Science</u> : PS1-1, PS1-4, PS1.A, PS1.B, PS3-2, PS3.D, PS1-1, PS1-3, PS1-4
Measures for Measuring	3-5	<u>Math</u> : NY-3.MD, NY-4.MD, NY-5.MD
Motion Madness	2-5	<u>Science</u> : PS2-1, PS2-2, PS3-1, ETS1-1, ETS1-2, ETS1-3
My Community	2-5	<u>Science</u> : ETS1-1, ETS1-2, LS4-4, ESS3-1 <u>SS</u> : 2.1, 2.2a, 2.4c, 2.5b, 2.5c, 2.8a, 2.9b, 3.3b, 3.10b
Oceans in Motion	PK-1	<u>Science</u> : LS1-1, LS1.D, ESS3-1, ESS3-3, LS1-1, LS3.B
Our River, Our Responsibility	4-6	<u>Science</u> : ESS2-2, ESS2.A, ESS3-2, ESS2-1, ESS2.C, ESS3.C, ETS1-1, LS2.C, MSLS2-2, LS2-5 <u>SS</u> : 4.1a, 5.4a, 5.4c
Silent Spinners	1-3	<u>Science</u> : LS1-1, LS3.B, LS2.A, LS4.D <u>ELA</u> : 1R1, 1R2, 1R7, 1R9, 1SL1, 1SL5, 1SL6, 2R1, 2R7, 2R9, 2SL1, 2SL2, 2SL4, 3R1, 3R3, 3R7, 3SL1 <u>SS</u> : 1.1c, 3.4a, 3.5b

They Lived Along the Mohawk	PK-1	<p>ELA: PKW1, PKW2, PKW7, PKSL1, PKSL2, PKSL5, PKSL6, KR1, KR2, KR9, KW1, KW2, KSL1, KSL5, KSL6, 1R1, 1R2, 1R7, 1R9, 1SL1, 1SL5, 1SL6</p> <p>SS: K.1a, K.2a K.2b, K.2c, K.3a, K.7a, K.8b, 1.1a, 1.1b, 1.1c, 1.6a, 1.6c, 1.8c</p>
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Seasonal Program (Fall)

Seasonal Program (Spring)

Animal Tales

Recommended for grades PreK-K

Have you ever wondered what the animals of a storybook 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.

Bigfoot, Mothman, & Champie – Oh My!

Recommended for grades 3-5

Explore the mysterious world of cryptozoology and help investigate a new cryptid right in the Capital Region! Junior Cryptozoologists will learn the legends of cryptids like Bigfoot and even creatures local to the area, like the Lake George Monster. Then they'll have a chance to put their newfound knowledge to the test and follow the clues to discover a new cryptid right in their backyard!

Build It Up

Recommended for grades K-3

This program introduces students to the world of engineering. Students will problem solve using the Engineering Design Process as they propose and design solutions for engineering challenges.

Catching Rainbows

Recommended for grades PK-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 on their very own!

Innovate and Inspire: The Legacy of Marie Van Brittan Brown

Recommended for grades 4-6

Learn about the life of the inventor of the home security system, Marie Van Brittan Brown. Find out how and why she came up with this invention and learn about what life was like for a Black female inventor growing up in the mid-20th century. Then get your entrepreneurial hats on as we come up with our own security system with the help of Cubelets, robotic blocks that introduce students to coding and robotics.

Frogs and More Frogs

Recommended for grades PK-K

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 to change of season affects animals. Children will have a chance to explore furs and skulls, build habitats, and make their own nature journals.

Honeybee Business

Recommended for grades PK-K

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.

In Days Gone By

Recommended for grades K-1

Life was different for children 200 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.

Indigenous Innovation

Recommended for grades 3-5

The Haudenosaunee made significant contributions to our region's history and development of technology. Explore the Northeast's early history through artifacts, objects, and engineering challenges. Discover how the early Haudenosaunee lived, their ingenious ability to use their available natural resources, and how the current Haudenosaunee people keep their traditions alive.

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 1-3

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.

Magnet Racers

Recommended for grades 2-4

Discover the science of magnetism! Students will learn about magnets, conductors, and insulators through a series of tests. Then with their newfound knowledge, they'll learn how to race toy cars without touching them on a racetrack of their own creation.

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 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 4-6

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 1-3

Spin a story about spiders! Students will learn about the cultural and ecological importance of spiders while exploring specimens and web weaving. And don't worry, this program does not feature live spiders.

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.