



Learning Together

The Children's Museum Education Program Guide 2011-2012

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The Children's Museum

950 Trout Brook Drive • West Hartford, CT 06119
860.231.2824 • www.TheChildrensMuseumCT.org

Roaring Brook Nature Center

70 Gracey Road • Canton, CT 06019
860.693.0263 • www.RoaringBrook.org

Revised August 30, 2011

the
children's
museum

Where Science and Nature Are Fun



Partners in Teaching

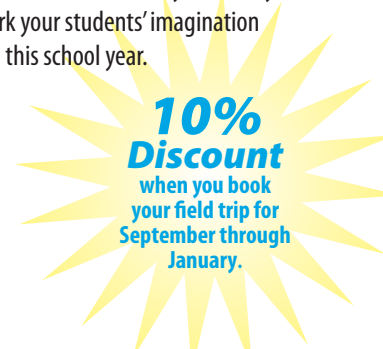
As educators, we take great joy in seeing the expression on children's faces when they learn something new. That eye-opening excitement is wonderful to witness. It defines what we collectively do each and every day – in all of your classrooms and at The Children's Museum and our Roaring Brook Nature Center. It is in this context that we are delighted to present our Education Program Guide for the school year 2011-12. We are excited about working with you again to help ignite that spark of science learning in your students.

Please take a moment to familiarize yourself with all of the program offerings available to you. Many enhancements have been made this year. We know the difficult challenges you face and we fully agree with the National Research Council conclusion that when it comes to science education, "Our schools cannot do it alone."

The Children's Museum and Roaring Brook Nature Center can help. Our science and nature education mission for children under age 12 is all about partnering with classroom teachers and parents:

- Our outreach educators bring real experiments, live animals, or our portable planetarium to your classroom, assembly, or after-school program.
- Your students can come on a field trip for hands-on science and planetarium shows.
- Our programs are aligned with State Science Curriculum Standards.
- We are a CEU provider for educator professional development.

We do all this in a way that works best for preschool, elementary, and early middle school students. Let us help you spark your students' imagination and enjoyment of science and nature during this school year.



10%
Discount
when you book
your field trip for
September through
January.

Field Trips to The Children's Museum

Registration Information

The Children's Museum and Roaring Brook Nature Center are committed to providing an environment that maximizes learning, with a simple field trip reservation process and superior customer service to you, the formal educator. In this publication you will find a comprehensive list of classroom programs, planetarium presentations in the Travelers Science Dome and outreach programming for students in grades Pre-K – Grade 8 available through The Children's Museum and Roaring Brook Nature Center.

A field trip can include a choice of classroom workshops and/or Science Dome programs as well as the opportunity to explore our many exhibit areas.

Registration

Phone: 860.231.2830 x44

Fax: 860.232.0705

E-mail: Events@TheChildrensMuseumCT.org

- A confirmation letter that includes details of your visit will be sent to you after receipt of your reservation. Your field trip is NOT confirmed until you receive this printed letter.
- Please be advised that field trip days in the spring are especially crowded.
- Field trips are scheduled Tuesday through Friday from September through April and Monday through Friday during May and June.
- Make your transportation arrangements early.
- Please have alternate dates, programs and times in mind when booking.

Program Scheduling

Classroom and Science Dome programs begin at:

9:45 a.m. • 10:45 a.m. • 12:00 p.m. • 1:00 p.m.

- Programs are approximately 45 minutes.
- Classrooms accommodate up to 30 students and 4 adults.
- The Science Dome seats up to 145 people.

Chaperone Policy

- One chaperone is required for every 10 students.
- If you want to bring more chaperones than originally planned, additions will be accommodated subject to availability.
- Please do not bring siblings or other additional children.
- To adhere to fire regulations, we must limit the number of people in the classrooms and planetarium.

Arrival/Teacher Check-In

- Please arrive at least 30 minutes prior to the start of your first program, allowing time for group check-in.
- Late arrivals result in shortened programs or cancellation of your programs.
- Refunds are not issued for shortened or cancelled programs due to late arrivals.

Lunch Arrangements

- Outdoor picnic areas are available but may not be reserved. Space is limited.
- Eating on your bus is necessary during inclement weather.
- Snack and beverage vending machines are available.
- We do *not* always have indoor eating space available for school groups.

Special Needs

Please inform the Registration Department of any special needs including learning or physical disabilities, behavioral issues, or language barriers. Wheelchair accessibility is limited to outside entrances. There are no elevators or ramps within The Museum.

School Group Rates

Rates are per student and include a self-guided tour:

\$9.00	one program (Classroom or Science Dome)
\$15.00	two programs
\$22.00	three programs
\$90.00	minimum fee per program for fewer than 10 students (Classroom)
\$180.00	minimum fee per program (Planetarium – 20 student minimum)
\$8.00	admission for all chaperones
Free	admission for teachers/school staff

A 10% discount applies to all field trips taken from September through January.

Payment

- One full payment is required upon arrival.
 - Cash (large bills only please)
 - Check (business or bank)
 - MasterCard or Visa®
- To expedite check-in, the group leader must collect payment for chaperones prior to the arrival at the Museum.
- The Children's Museum does not accept the following forms of payment for students or chaperones:
 - Discount Coupons or Library Passes
 - Purchase Orders (unless prior arrangements have been made)
 - The Children's Museum or reciprocal museum memberships; memberships are valid for family visits only.
- Teachers are responsible for full payment of student and chaperone numbers booked.
- The Children's Museum does not issue credits for absentees. However, teachers are allowed to make final attendance adjustments up to 24 hours prior to their visit.
- Overpayments of \$50 or more will be refunded.

"The families and kids in our community love ALL things science! Thanks so much for offering a nice variety of programs at affordable prices." – an Essex librarian

The Children's Museum Classroom Programs

Weather Wonders

Pre-K-K: Find out how weather changes and why we have seasons.

Science Standards PK.3, K.3

Featuring Frogs

Pre-K-Grade 1: Learn about an amphibian's life cycle as you compare and contrast frogs from around the world. *Science Standards PK.2, K.2, 1.2, 1.3*

Meet the Animals

Pre-K-Grade 8: Gain insight into our animals' diets, habitats, and unique characteristics. Select a generalized program or focus on Amphibians & Reptiles, Endangered Species, or Rainforest Animals.

Science Standards PK.2, K.2, 1.2, 1.3, 3.2, 4.2, 6.2

Polymer Power

Grades K-2: Learn about chemistry, states of matter, and strange chains called polymers while experimenting with slime.

(\$10 additional materials fee per class) Science Standards K.1, 2.1

Budding Botanists

Grades 1-2: Learn about different kinds of plants and their lifecycles.

Science Standards 1.2, 2.2

Worming up to Science

Grades 1-3: Explore the senses, lifecycle, and survival needs of a red worm.

Science Standards 1.2, 2.3, 3.4

Can You Dig It?

Grade 2: Apply scientific methods to soil identification. Discover where soil comes from and its importance. *Science Standard 2.3*

CrimeLab

Grades 1-6: Decode fingerprints, examine soil and analyze ink composition.

It's up to you to solve the crime. *Science Standards 1.4, 2.3, 3.1, 5.4, 6.1*

Inventing

Grades 1-8: Utilize problem-solving skills and teamwork to invent a machine and meet creative challenges. *Science Standards 1.1, 4.1, 7.1, 8.1*

Rock On

Grade 3: Learn how igneous, metamorphic, and sedimentary rocks form.

View, measure and test to identify different rocks and minerals.

Science Standard 3.3

Beyond Polymers

Grades 3-6: Explore cross-linking, states of matter, and what makes polymers so useful, all thanks to slime. *(\$10 additional materials fee per class)*

Science Standards 3.1, 6.1

Survival of the Fittest

Grades 3-6: Meet animal survivors and discover their adaptations. Experience what it's like to be an animal trying to survive in the wild.

Science Standards 3.2, 4.2, 5.2, 6.2

Dig In

Grades 3-8: How will future explorers survive on Mars? Examine the differences between Earth soil and simulated Mars soil. Plant seeds to take back to school or follow their growth in our greenhouse by webcam.

Science Standards 3.4, 4.2, 6.2



[Click here for detailed Program Content Standards.](#)

ChemTech

Grades 4-8: Test numerous chemical combinations and use scientific reasoning as you learn about chemistry and the scientific method.

(\$10 additional materials fee per class) Science Standard 6.1

Edison's Attic

Grades 4-8: Tinker with electricity, magnets, sound, light, and simple machines through station-based learning.

Science Standards 4.1, 4.4, 5.1, 5.4, 7.1

H2Know

Grades 4-8: Trace water's voyage through the water cycle. Explore Connecticut's watersheds and discover what you can do to prevent or reduce water pollution. *Science Standards 4.3, 6.4, 7.3*

Red Rover

Grades 4-8: Build, program, and drive a LEGO Mindstorms® robot rover through a Mars obstacle course. *Science Standards 4.3, 5.4, 7.3*

Washed Away

Grades 4-8: Examine wind, water, and glacial erosion and their impact on our landscape. *Science Standards 4.3, 6.4, 7.3*

Building Better Bridges

Grades 5-8: Discover shapes and designs that have helped bridges bear heavy loads for centuries. *Science Standard 8.4*



*"The Meet the Animals presenter was great and able to completely hold the children's attention while supplying them with wonderful, fun, information on the animals."
- a Woodstock teacher*

*"Inventing allows the children to be creative, use their thinking skills and have fun."
- a Norwich teacher*

Travelers Science Dome Planetarium

When time allows, talk with our Science Dome educators, who have a lot more to share about the latest in astronomy.



Click here for detailed Program Content Standards.

Dancing with Dinosaurs

Grades Pre-K-K: Join Jake Chenier as he travels back in time to see how the dinosaurs lived. Sing along as he learns about types of dinosaurs and why they're not alive today. *Science Standards K.1, K.2*

The Sky Above Mister Rogers' Neighborhood®

Grades Pre-K-K: Explore the sky with characters from the Neighborhood of Make-Believe. Watch a sunset from Daniel's clock; try to catch the Moon with Lady Elaine; go stargazing from King Friday's castle.

Science Standards PK.1, K.1

One World, One Sky: Big Bird's Adventure

Grades Pre-K-K: Join Big Bird and Elmo as they explore with their Chinese friend Hu Hu Zhu. Discover the Moon and the night sky above Sesame Street and Hu Hu Zhu's home in Beijing.

This show is made possible by the Maximilian E. & Marion O. Hoffman Foundation, Inc. and The Vernon D. and Florence E. Roosa Family Foundation.

Science Standards PK.1, K.1

Secret of the Cardboard Rocket

Grades Pre-K-2: Children pilot a cardboard box through the Solar System, stopping at each of the planets, with a talking astronomy book as their guide. *Science Standards K.2, 1.2, 2.1, 3.1*

Amazing Stargazing

Grades 1-4: This is an introduction to naked eye sights for young children. Animated radio DJs lead us from meteors and comets, to stars and planets and the motion of the Earth, to satellites and seasonal constellations.

Science Standards 1.1, 3.1, 4.1

Xtreme Weather

Grades 1-5: Join Mandy, Billy, "V" and NBC Connecticut Chief Meteorologist Brad Field to experience Connecticut's as well as our solar system's most extreme weather events. This show covers basic weather concepts and some of the science behind weather. *Science Standards 1.2, 2.1, 3.1, 4.3, 5.4*

Molecularium - Riding Snowflakes

Grades 2-6: Travel across the Universe to learn how atoms form molecules. Ride a snowflake through its three states of matter. Learn about metals, polymers, and why carbon is needed for life.

Science Standards 2.1, 3.1, 3.4, 4.1, 4.3, 5.4, 6.1, 6.3

A Connecticut River Journey

Grades 3-8: Sail the Connecticut River with Loki the raccoon to see rock formations that reveal Connecticut's complex geologic history. Sedimentary, igneous, and metamorphic rocks are all represented.

Science Standards 3.3, 4.3, 7.3

Live Space Excursions

Grades 3-8: Using our Science Dome system, we'll send you on a journey appropriate for your students based on two topics that you choose. Our staff astronomers present each program with plenty of time for student guided learning and interaction. Choose from:

1. The Earth and Moon - rotation, revolution, the tilt of the Earth's axis, Moon phases, and eclipses.
2. Seasonal constellations - finding the North Star, bright seasonal stars, and constellations throughout the year.
3. Constellations and Greek Mythology - fewer constellations, but with stories of the stars from Greek mythology.
4. Planets and small bodies - the planets of the Solar System, plus Pluto, comets, asteroids and the Sun; their motion, size and cycles.

Science Standards 3.1, 4.1, 5.3, 6.3, 8.1, 8.3

Astronaut

Grades 3-8: Experience a rocket launch like an astronaut. Explore inner and outer space, from the International Space Station to the human body. Discover the perils of space as we subject "Chad," our test astronaut, to everything that space has to throw at him.

Science Standards 3.1, 3.2, 4.1, 5.2, 5.4

Extreme Planets

Grades 3-8: Planets are not unique to our own solar system. Explore what makes a planet "Earth-like" and take an immersive all-dome tour of several science fiction-based worlds. *Science Standards 3.1, 4.1, 5.4, 8.3*

Oasis in Space

Grades 3-8: Take a journey through the wonders of the Solar System. Your exploration starts on Earth, with its vast oceans that make life possible. Fly by the other planets and their moons, learning about atmospheres, temperatures and composition. See why water is a key to life on Earth.

Science Standards 3.1, 3.4, 4.3, 7.3, 8.3

Sun, Earth, Moon

Grades 4-8: Learn why we say the Sun rises and sets, how position of the Earth and Sun relative to each other creates the seasons, and what causes the phases of the Moon. Hear stories about the Sun and Moon from the Navajo tribe, Egyptians, and other cultures. *Science Standards 4.1, 5.1, 5.3, 6.3, 8.3*

Invaders of Mars!

Grades 4-8: This is a show about Mars as seen by Earth spacecraft "invaders." Fly over canyons and volcanoes, pass by a Martian polar cap, and get caught in a dust storm. *Science Standards 5.4, 6.4, 8.3*

"The Sun, Earth, Moon program corresponds with our geography curriculum. The presenter was fantastic and had a great sense of humor! The information was excellent!" - a Hartford teacher



The Children's Museum Outreach

Science Education Travels Everywhere! Don't have the time or budget for travel but still want to have The Children's Museum experience? We'll bring The Children's Museum to you. We've taken some of most popular programs and some larger group programs and made them mobile so students everywhere can experience unique learning opportunities. These in-school or after school programs will entertain and educate students without taking an entire day from your teaching or requiring travel coordination and expense. Our education outreach provides preschoolers through eighth graders with fun, interactive workshops or assemblies – all aligned with the Connecticut Science Curriculum Standards.

Registration

Phone: 860.231.2830 x44 Fax: 860.232.0705

E-mail: Events@TheChildrensMuseumCT.org

- Discounts are available for multiple bookings of the same program on the same day.
- A mileage fee is charged for all visits.
- A non-refundable deposit is required, applied to program fee.
- Teachers or other adults must remain with students.
- Programs may not be presented outdoors.

Preschool Outreach

Each program is created for children ages 3 to 5 and includes a story. Programs indicated by (T) are appropriate for toddlers age 2 and up.

30-Minute Program \$125 (\$150 outside 25-mile radius)
Maximum 20 children per program (12 toddlers per program)

45-Minute Program \$160 (\$185 outside 25-mile radius)
Maximum 20 children per program (12 toddlers per program)

PLEASE NOTE: Preschool programs require a carpeted area, 2-3 tables, a sink, and 15 minutes for set-up and clean-up.

Attraction Action: Mighty Magnets (30 or 45 minutes)

Feel the push and pull of magnets. Experiment with size, shape and strength while testing the power of Mighty Magnets. *Science Standard PK.1*

Bubbling Over: Water Play (45 minutes) (T)

Hands-on science stations let children experiment with bubble making and bubble art. Students will even find out what it's like to be inside a giant bubble! *Science Standard PK.1*

Crafty Critters: Live Animal Presentation (30 or 45 minutes) (T)

Learn what animals need to survive in their natural habitats with a visit from some of our friendly Wildlife Sanctuary critters. *Science Standard PK.2*

Dibble, Dabble, Do! A Close-Up Look at Colors (45 minutes) (T)

A dibble of yellow, a dabble of blue — put them together and look at what's new! Using a variety of media, we'll mix and match, create tints and shades, and become color magicians. *Science Standard PK.1*

Insect Inspectors: The Busy Life of Bugs (30 minutes)

Discover what makes insects unique and get an up-close view of some live six-legged friends. *Science Standard PK.2*

Winged Warriors: The Lives of Bats & Birds (45 minutes)

Investigate how our flying friends rely on their senses to live during the day and night. Uncover secrets of these amazing aviators. *Science Standard PK.2*

Outreach Assembly Programs

Assembly programs are a great educational tool and a great value.

Science Genie and The Wright Stuff

One hour • \$375 • Maximum 250 children per program

PLEASE NOTE: Assembly Programs require a large room with 2-3 long tables, access to electricity and water and 15-45 minutes for set up and clean up.

Science Genie

Grades K-8: Science Genie allows you to choose three topics, each filled with fun and educational demonstrations. *Science Standards K.1, K.2, 1.1, 1.2, 1.3, 1.4, 2.1, 3.1, 3.2, 4.1, 4.2, 4.4, 5.1, 5.2, 6.1, 6.2, 6.3, 7.1, 7.2, 8.1*

Animals: Meet two live animals and compare their adaptations to yours.

Chemistry: Amazing reactions that change color, glow, and explode.

Combustion: Heat, matter, and the fire triangle. Brace yourself for the flaming vortex and the chemical cannon.

Electricity: A hair-raising experience that compares static electricity to high-frequency alternating current.

Human Body: Explore your organs, tissues, and cells. See how muscles make you move, and listen to a heartbeat.

Lasers: What makes a laser different from a normal light? Watch enlightening experiments with invisible ultraviolet light, bending laser beams and a high-powered musical finale.

NEW! Liquid Nitrogen: Our newest and coolest module uses a liquid that's 320 degrees below zero! Among the astonishing things this super-cold substance can do: shrinking metal, erupting fog, launching miniature rockets and more. It's a great companion to the combustion module for learning about matter, energy and chemistry.

Physics: Explore forces and Newton's Laws of Motion. See how high balls can bounce, watch a tablecloth disappear from under a stack of dishes and see "The World's Fastest Pencil."

Sound: Your ears will be astonished as you hear how vibrations cause an incredible variety of sounds using tubes, fire and more.

Weird Science: You won't believe your eyes as we present the screaming stick, the electric pickle, the flying French fries and other exciting demonstrations.

"Science Genie was an excellent presentation! Both the students and teachers enjoyed the program. A wonderful variety of interesting experiments. Very engaging!"
- a Hebron teacher

"The Zoo Station presenter was excellent. The students learned valuable information yet were entertained."
- a Manchester teacher

The Wright Stuff

Grades K-8: Science takes off with this popular assembly on flying. Learn about air pressure, the forces of flight, and follow the history of aviation from balloons to parachutes to planes to helicopters to rockets.

Science Standards K.1, 1.1, 2.1, 3.1, 4.1, 5.1, 7.1, 8.1

Zoo Station

Grades K-8

One hour • \$225 • Maximum 150 children

Get a visit from residents of our Wildlife Sanctuary. Meet a variety of animals or focus on a specific group. *Science Standards K.2, 1.2, 1.3, 3.2, 4.2, 5.2, 6.2*

Station Endangered Species shows why some animals are almost extinct while others thrive.

Station Rainforest examines animals from Earth's most diverse ecosystem.

Station Reptiles & Amphibians compares and contrasts cold-blooded creatures.

Outreach Science Showcases

Hands-on experiments at rotating stations.

45 minutes • 30 children maximum per presentation

\$385 (1-3 presentations on same day)

\$550 (4-6 presentations on same day)

PLEASE NOTE: Science Showcases require a large room with 7-9 long tables, access to electricity and water, and 45 minutes for set-up and clean-up.

Bubble Technology

Grades K-8: The ever-popular science of "bubbleology" lets students discover cohesion, surface tension, and the other amazing properties of water. Stand inside a giant bubble. Shake hands through a bubble. Create square bubbles.

Science Standards K.1, 1.4, 2.1, 3.1, 6.1

Grades 3-8: Additional stations involving super-cold dry ice and frozen bubbles will fascinate older students. (*Extra \$25 fee applies.*)

Science Standards 3.1, 6.1

Rock On

Grade 3: Learn how igneous, metamorphic, and sedimentary rocks form. View, measure, and test to identify different rocks and minerals.

Science Standard 3.3

Wizard's Lab

Grades K-8: The wonders of physical science — magnets, electricity, solar power, lasers, polarized light, optical illusions, math puzzles and motion.

Science Standards K.1, 1.1, 3.1, 4.1, 4.4, 5.1, 5.2, 8.1

Ben Franklin's Basement

Grades 3-8: Follow in the footsteps of one of America's most famous scientists as you experiment with static electricity, conductors, circuits and electromagnets. *Science Standards 3.1, 4.4*

Outreach Classroom Programs

Science comes to your classroom with hands-on activities for small groups. 45 minutes • \$160 (\$185 outside 25-mile radius)

Maximum 30 children per class

(\$10 materials fee per class for Beyond Polymers, Polymer Power, ChemTech, and R.A.Y.S. Sound)

PLEASE NOTE: Classroom Programs require desks or tables, a chalkboard or whiteboard, sink and 15-30 minutes for set-up and clean-up.

Polymer Power

Grades K-2: Learn about chemistry, states of matter, and strange chains called polymers while experimenting with slime. *Science Standards K.1, 2.1*

Science Reads is an innovative format combining reading and science curricula. A fictional story serves as the jumping off point for real-life experiments.

Science Reads: Magnets

Grades K-2: After hearing the strange story of a warlord and a fish, students explore the properties of magnets. *Science Standards K.1, 1.1*

Science Reads: Insects

Grades K-3: After a story that shows a bug's point of view, students will test live mealworms. Do these larvae prefer certain colors or smells, light or darkness? *Science Standards K.2, 1.2, 1.3, 3.2*

Science Reads: Sound

Grades K-3: A story about music leads students to build their own instruments that they get to keep. Plus, they'll learn how vibrations make sound. *Science Standards K.1, 3.1*

Science Reads: Bridges

Grades 2-4: Getting by a pesky troll who lives under a bridge is only the start. After that, students learn about different kinds of bridges and build one of their own. *Science Standard 4.1*



*"Ben Franklin's Basement is fantastic for science regarding electricity and magnetism. It complements what we do well."
- a Simsbury teacher*

"The Wizard's Lab was great! The puzzles were great for logical thinking, trial and error." – a Hartford teacher

Zoo Station

Grades K-8: Get a visit from residents of our Wildlife Sanctuary. Meet a variety of animals or focus on a specific group.

Science Standards K.2, 1.2, 1.3, 3.2, 4.2, 6.2

Station Endangered Species shows why some animals are almost extinct while others thrive.

Station Rainforest examines animals from Earth's most diverse ecosystem.

Station Reptiles & Amphibians compares and contrasts cold-blooded creatures.

CrimeLab

Grades 1-6: Decode fingerprints, examine soil and analyze ink composition. It's up to you to solve the crime. *Science Standards 1.4, 2.3, 3.1, 5.4, 6.1*

Inventing

Grades 1-8: Students invent their own machines and see how well they work.

Science Standards 1.1, 4.1, 7.1, 8.1

Beyond Polymers

Grades 3-6: Explore cross-linking, states of matter and what makes polymers so useful, all thanks to slime. *Science Standards 3.1, 6.1*

Dig In

Grades 3-8: How will future explorers survive on Mars? Examine the differences between Earth soil and simulated Mars soil. Plant seeds to take back to school or follow their growth in our greenhouse by webcam.

Science Standards 3.4, 4.2, 6.2

ChemTech: One Drop at a Time

Grades 4-8: More than 25 experiments await in this engaging microchemistry class. Students deduce which chemicals cause the surprising changes. *Science Standard 6.1*

Red Rover

Grades 4-8: Build, program and drive a LEGO Mindstorms® robot rover through a Mars obstacle course. *Science Standards 4.3, 5.4, 7.3*

Under Pressure

Grades 4-8: Learn what happens in the different atmospheres of Earth and Mars. *Science Standards 5.1, 6.3, 8.3*

Building Better Bridges

Grades 5-8: It's a challenging version of R.A.Y.S. Bridges for older students. *Science Standard 8.4*

"The students loved the R.A.Y.S. Insects experiments. They talked about them for the rest of the week."

- a Waterbury teacher

"The students were spellbound with Polymer Power. The fast-moving pace kept them on track."

- a Windsor teacher

"Out of this World was very interesting. The presenter conducted a wonderful program on the solar system."

- a New Milford teacher

STARLAB Outreach

The stars come to you! Our STARLAB portable planetarium brings the wonders of outer space right into a gym or other large room.

45 minutes • 30 children per presentation

\$250 for first presentation

\$110 for each additional presentation on same day (up to three additional presentations)

PLEASE NOTE: STARLAB requires a large room with a clear space at least 25 feet by 25 feet with at least 10 foot ceilings, access to an electrical outlet and 45 minutes for set up and take down.

Junior Night Owls

Grades K-2: A nocturnal friend introduces young astronomers to the night sky, what causes day and night, and how to form the constellations.

Science Standard 1.1

Mars Mania

Grades 3-6: Our portable planetarium brings Mars, Earth's nearest neighbor in space, to you. *Science Standard 5.3*

Out of this World

Grades 3-6: Travel the Solar System to meet your planetary neighbors as you journey to exotic worlds and strange moons.

Science Standards 4.1, 5.3, 5.4

Stories by Starlight

Grades 3-6: The folklore from Greece, Africa, India, China, Native American tribes, and other cultures comes alive. Learn how different cultures view the constellations and the science behind them.

Social Studies Standards 4.1, 4.10, 6.24, 6.5, 6.7, 6.9

*"My children wanted to know when they could do Junior Night Owls again. My first graders understood the concepts and were delighted by the whole experience."
- an Essex teacher*



CT Science Standards The Children's Museum Programs Grades Pk to 4

CT Science Standards	The Children's Museum Field Trips	The Children's Museum Outreach Programs	Planetarium Shows at The Children's Museum
Pk.1 Properties of Matter		Dibble Dabble Do • Bubbling Over Attraction Action: Mighty Magnet	The Sky Abover Mr. Roger's Neighborhood One World, One Sky: Big Bird's Adventure
Pk.2 Living Things	Featuring Frogs Meet the Animals	Crafty Critters • Insect Inspectors Winged Warriors	
Pk.3 Weather	Weather Wonders		
K.1 Properties of Matter	Polymer Power	RAYS Magnets • RAYS Sound Bubble Tech • Wizard's Lab Polymer Power • Science Genie Wright Stuff	The Sky Abover Mr. Roger's Neighborhood One World, One Sky: Big Bird's Adventure Dancing with Dinosaurs
K.2 Living Things	Featuring Frogs Meet the Animals	RAYS Insects • Zoo Station Science Genie	Dancing with Dinosaurs Secret of the Cardboard Rocket
K.3 Weather	Weather Wonders		
1.1 Forces and Motion	Inventing	Inventing • Wright Stuff Wizard's Lab • RAYS Magnets Science Genie • STARLAB: Junior Nightowls	Amazing Stargazing
1.2 Structures and Functions of Living Things	Featuring Frogs • Meet the Animals Worming Up to Science Budding Botanists	Zoo Station • RAYS Insects Science Genie	Secret of the Cardboard Rocket Xtreme Weather
1.3 Organisms & Life Cycles	Featuring Frogs Meet the Animals	Zoo Station • RAYS Insects Science Genie	
1.4 Properties of Materials & Organisms	Crimelab	Bubble Tech • Crimelab Science Genie	
2.1 States of Matter	Polymer Power	Polymer Power • Bubble Tech Science Genie • Wright Stuff	Xtreme Weather • Molecularium Secret of the Cardboard Rocket
2.2 Plants	Budding Botanists		
2.3 Earth's Materials	Can You Dig It? • Crimelab Worming Up to Science	Crimelab	
3.1 Properties of Matter	Crimelab Beyond Polymers	Ben Franklin's Basement • Crimelab Beyond Polymers • Science Genie RAYS Sound • Wright Stuff Bubble Tech • Wizard's Lab	Astronaut • Molecularium • Oasis in Space Extreme Planets • Live Space Excursions Secret of the Cardboard Rocket Amazing Stargazing • Xtreme Weather
3.2 Organism Survival	Meet the Animals Survival of the Fittest	Zoo Station • RAYS Insects Science Genie	Astronaut
3.3 Earth's Materials	Rock On	Rock On	CT River Journey
3.4 Earth's Resources	Worming Up to Science • Dig In	Dig In	Oasis in Space • Molecularium
4.1 Forces and Motion	Edison's Attic • Inventing	Inventing • Science Genie • Wright Stuff Wizard's Lab • RAYS Bridges STARLAB: Out of This World	Amazing Stargazing • Molecularium Extreme Planets • Live Space Excursions Astronaut • Sun Earth Moon
4.2 Organisms and their Environment	Meet the Animals Survival of the Fittest • Dig In	Science Genie • Zoo Station Dig In	
4.3 Erosion	Dig In • H2Know Washed Away • Red Rover	Red Rover	Xtreme Weather • Molecularium Connecticut River Journey • Oasis in Space
4.4 Electricity & Magnetism	Edison's Attic	Science Genie • Ben Franklin's Basement Wizard's Lab	

CT Science Standards The Children's Museum Programs Grades 5 to 8

CT Science Standards	The Children's Museum Field Trips	The Children's Museum Outreach Programs	Planetarium Shows at The Children's Museum
5.1 Sound & Light	Edison's Attic	Science Genie • Wizard's Lab Under Pressure • Wright Stuff	Sun, Earth, Moon
5.2 Perceiving & Responding to Stimuli	Survival of the Fittest	Science Genie • Zoo Station Wizard's Lab	Astronaut
5.3 Earth in the Solar System		STARLAB: Out of this World STARLAB: Mars Mania	Live Space Excursions Sun, Earth, Moon
5.4 Tools	Edison's Attic • Red Rover Crimelab	Crimelab • Red Rover STARLAB: Out of this World	Xtreme Weather • Molecularium • Astronaut Extreme Planets • Invaders of Mars
6.1 Properties of Matter	Beyond Polymers • Chem Tech Crimelab	Science Genie • Beyond Polymers Crimelab • Bubble Tech • Chem Tech	Molecularium
6.2 Matter and Energy	Dig In • Survival of the Fittest Meet the Animals	Dig In • Science Genie Zoo Station	
6.3 Energy in the Earth's Systems		Science Genie Under Pressure	Molecularium • Sun, Earth, Moon Live Space Excursions
6.4 Water Quality	H2Know • Washed Away		Invaders of Mars
7.1 Energy Transfer & Transformation	Edison's Attic • Inventing	Science Genie • Wright Stuff Inventing	
7.2 Organ Systems		Science Genie	
7.3 Landforms	H2Know • Washed Away • Red Rover	Red Rover	Connecticut River Journey • Oasis in Space
8.1 Forces in Motion	Inventing	Science Genie • Wright Stuff Wizard's Lab • Inventing	Live Space Excursions
8.3 Earth in the Solar System		Under Pressure	Live Space Excursions • Extreme Planets Oasis in Space • Sun, Earth, Moon Invaders of Mars • Astronaut
8.4 Structures	Building Better Bridges	Building Better Bridges	



What's Happening At The Children's Museum

The Children's Museum provides high quality exhibits that inspire joy, creativity and curiosity in young people.

Lobby Level

Gift Shop Bring home the fun with a customized souvenir gift bag! Our centrally located shop area offers opportunities for small groups to browse and shop for fun and educational toys and gifts. Groups can maximize their touring time and programming opportunities by prearranging souvenir gift bags to bring home. Let our staff aid you in designing a gift bag that fits your budget. We'll have it ready and waiting, so your group can have more time to explore, learn and have fun. Call 860.231.2830 x38.

Kids Corner Insatiably curious, students find new things to discover in Kids' Corner. Through direct experiences with light, sound and air pressure, students explore early science. In **CyberSafari**, they try out imaginative computer learning games and work together at problem-solving while having fun with technology.

Pendulum Staircase Get into the swing as you descend our spiral staircase. **The Foucault Pendulum**, a classic museum exhibit, hangs 45 feet from the tip of our glass spire to the lowest level of the Museum. View breathtaking astronomy photographs along the way.

Upper Level

Excavation Station Travel back through time and discover your inner geologist. Sift through gravel and sand and uncover remains from long ago. This earth science exhibit includes three dig pits, a mining sluice, rock and mineral samples. The small Dino Café has tables and vending machines.

United Technologies Wildlife Sanctuary A close encounter with more than 100 rescued live, domestic and exotic animals will engage, enchant and inspire your students to appreciate the wonderful world of animals and nature.

Blue Planet, Red Planet: Exploring Planetary Science This NASA*-sponsored exploration mission journeys from Earth to Mars. A video tour of past, present, and future Mars exploration contains information about the missions, equipment and discoveries from the earliest astronomers to the latest planetary landers. Motion capture simulators allow individual exploration of the Mars surface. Students can test their knowledge of Mars with a "Fact or Fiction" interactive quiz.

A Mars and Earth greenhouse is located just outside the exhibit. Students and visitors will be able to plant seeds in simulated Mars soil and track the plants' progress in the Museum and via Webcam online.

*Funded by NASA's Competitive Program for Museums and Planetariums #NNX10AK13G

*"Love the interactive quality of exhibits."
— an Andover teacher*

"The tanks and animals are all clean and well cared for. It's great that there are so many exhibits. Even with lots of kids there was plenty for everybody to do." — a Lebanon teacher

Mezzanine Level

This level is not wheelchair accessible.

The Picture Gallery overlooks the Idea Zone and displays rotating art exhibits and photos with a scientific focus.

Turtle Town Turtle Town is home to more than 20 turtles and tortoises from all over the world, from as far away as China to our own back yard. Your students can explore the differences in anatomy, habitat, and needs of these ancient creatures. There is much to learn about conservation and ecology in this room dedicated to the shelled members of the reptile world.

Theatre Level

Travelers Science Dome Lobby Foster an appreciation for the wonders of our planet and solar system watching the ViewSpace monitor and learn about living and working aboard the International Space Station.

Science Dome Planetarium The Travelers Science Dome Planetarium is Southern New England's largest state-of-the-art digital planetarium. Join us for a full-dome science video presentation and a tour of the current night sky. Our educators instill interest in science, as well as a sense of respect and wonder for astronomy through our awe-inspiring programs. Planetarium presentations must be pre-booked.

Idea Zone Turn students on to science with a series of sensational physical science activities. Race gravity-powered cars on the LEGO® racetrack, practice forecasting weather advisories at our newly upgraded **NBC Connecticut World Weather Window**, and blast giant soap bubbles.

The flight hangar doors are open in **Winging It! Adventures in Flight**.

Sponsored by Hamilton Sundstrand, the exhibit offers the science and fun of realistic flight simulators, building and launching paper airplanes, comparative bird flight, flight history and memorabilia.

Outdoors

Conny the Whale Students are fascinated as they walk through Conny, a 60-foot long replica of a sperm whale, Connecticut's state animal. They can hear whale sounds and get sprayed by water from his blow hole during the warmer months.

Dino Mini-Golf Use ramps, bumpers and force to experiment with physics and engineering as students putt through five holes of mini-golf.



What Else Can The Children's Museum Do for You?

Teacher Open House

Thursday, October 20, 2011

4:00 p.m. to 6:00 p.m.

Wine and cheese with a little science mixed in is a perfect way to end a school day. Teachers, administrators and PTO representatives are invited to meet with Museum staff and educators to tour our Museum. Come learn the field trip and outreach opportunities available to you and your students. Enter to win a *free* program for your class.

Pre-registration is required. For more information and to register, call 860.231.2830 x44 or e-mail us at Events@TheChildrensMuseumCT.org.

Teacher Preview

Connecticut elementary teachers are always welcome to visit The Children's Museum free of charge prior to booking a program.

Teacher Workshops

Ask about our From the Blue Planet to the Red Planet professional development workshop for teachers of grades 4-8. Contact The Children's Museum at 860.231.2830 x40 for additional information.

The Children's Museum staff is also available to visit your school to work with staff to help design grade-level appropriate science activities to complement your science curriculum. Contact The Children's Museum at 860.231.2830 x35 for additional information.

Family Nights

The Children's Museum offers informal Family Nights full of fun and challenging activities the whole family can do together. Each 90-minute program consists of a variety of self-directed and facilitator directed activities for groups up to 100. Enjoy the creative side of science utilizing a hands-on approach to learning scientific processes, concepts and themes. Practice using inquiry skills and developing problem-solving and communication skills. Choose from Family Science, Family Math or Family Engineering. Contact The Children's Museum at 860.231.2830 x35 for additional information.

Homeschool Days

We understand the challenges that homeschool educators face tackling science topics. The Children's Museum bridges the gap with programs that foster the personal engagement that led you to homeschool in the first place. Students get the chance to socialize with their peers while exploring the wonders of science. This year, The Children's Museum has planned six days devoted to science education for home schooled children beginning September 27. [Click here for more information.](#)



Science Achievement For All

The Children's Museum is committed to closing Connecticut's science achievement gap. That's why we offer high-quality, hands-on science and nature education programs free of charge to priority school districts and schools throughout Connecticut. To learn more about funding availability, please call our Registration Department at 860.231.2830 x44.

Science Achievement For All is made possible thanks to generous support from

The Hartford Financial Services Group, Inc.

J. Walton Bissell Foundation, Inc.

First Niagara Financial Group

Fisher Foundation

George A. and Grace L. Long Foundation

Reid and Riege

SBM Charitable Foundation

TD Charitable Foundation

Travelers

The UPS Foundation

"We love your programs! The presenters relate really well with the kids. As a teacher I am impressed with their ability to engage large groups of kids and keep them interested and entertained with meaningful subjects."

— a Washington Camp Director

"The Museum activities increased the students' enthusiasm for and interest in science. Participation in the school science fair was way up and many of the new participants were inspired by attending the after school science classes."

— a local Boys and Girls Club Director



Get Your Class Ready to Visit

When you make a field trip reservation, we will send you a confirmation letter. Review your confirmation letter for accuracy. Confirm that the date, program(s), times and total number of visitors are correct. Read all detailed field trip information enclosed with your confirmation.

2 to 3 Weeks Before Your Trip

- Review your goals for your visit. Do you want to link into your curriculum and standards, stimulate curiosity, encourage questions and connections, and/or find new areas of interest?
- Visit The Children's Museum ahead of time.
 - Teachers receive free admission. Stop in any time during our regular hours of operation.
 - Pick up maps and handouts at the admissions desk.
 - Make notes about appropriate exhibits, good questions to ask and activity ideas.
 - Visit the Gift Shop to look for books and other educational items you can use to prepare your students. Teachers receive a 10% discount.
- Explore our website for up-to-date information about exhibits and other useful information.
- Confirm your transportation arrangements and bus schedule.
- Recruit chaperones. The Museum's required chaperone student ratio is 1:10.
- Send out student permission slips.

1 Week Before Your Trip

- Review your confirmation again and make sure all items are correct.
- Plan for on-time arrival time. Add appropriate time for bus travel.
- Double-check transportation arrangements.
- Confirm chaperones and send them information about the trip, including
 - Chaperone responsibilities as outlined in this document and included with your confirmation.
 - Schedule of the day.
 - Directions can be found on our website. Please be sure to copy and distribute them to all drivers.
 - Your phone number if there should be any questions.
 - The goals of your visit to the Museum.
- Get students excited about what they will be learning.
 - Review schedule and plans for the trip.
 - Review Student Guidelines.
 - Share your own behavior expectations.

- Advise them that backpacks may not be brought into The Museum.
- Gather a few large cardboard boxes or bags for brown bag lunches.
- Make nametags that include the school, students' and teachers' names.
- Assemble a packet to bring with you:
 - Confirmation Letter
 - Driving directions
 - List of all students and chaperones and phone numbers
 - Group and bus assignments
 - Student and Chaperone nametags
 - Schedule of the day
 - First aid kit. A nurse is not on duty at The Children's Museum.

Our Recommendations For the Group Leader

If at all possible, don't be a chaperone. It is recommended that you be free to move between chaperoned groups to answer questions and handle issues that may occur.

Maintain high visibility during the field trip. Let your chaperones know that you will be checking in with each group as they explore the facility and participate in programs.

Let's work together to ensure that all groups have a fun and safe experience.

Chaperoning at The Children's Museum can be a rewarding experience for both the chaperones and the children. In order to accomplish this, the Museum requests your help—your supervision is required to monitor and maintain the good behavior and safety of the children in your group. Therefore, we ask that you share the following guidelines with both your chaperones and students prior to your visit.

Chaperone Guidelines

- Learn the name of each student in your group.
- Stay together as a group. DO NOT leave students unattended at any time.
- Know exact times for programs, lunch, and departure.
- Ensure that every child is wearing a nametag.
- In the event that a child becomes separated, please inform a staff member immediately.
- Children are not permitted in the Gift Shop without adult supervision.
- Food and drink are permitted in designated areas only.
- Cell phones should be on vibrate and used for emergencies only.

Student Guidelines

- Know the name of your chaperone and group leader.
- Children must stay with adults at all times.
- Respect others in the group, the Museum property, staff, animals and other visitors.
- For the safety and comfort of our animals, **do not** tap on glass of animal enclosures.
- Use indoor voices.
- No running or jumping in the Museum, especially on stairs.

Two Days Prior to Your Visit

- Call to confirm your attendance and reservation information.
- Confirm that your final payment is ready and accurate.

Before Leaving School

- Be sure you have full payment for your field trip.
- Hand out schedules and nametags to each of your chaperones and assign students to groups.
- Box all bagged lunches.
- Take a head count of students, chaperones, and teachers. You will need exact numbers when you check in.
- Plan to arrive at least 30 minutes before your first scheduled program.
- Review directions with the drivers/bus drivers and confirm departure time.
- If you have coats and lunches, you may want to leave them on the bus. Storage is limited.

Departure from The Museum

- Gather at your designated time and meeting place and collect your belongings.
- Take a head count to make sure you haven't left anyone behind.

After Your Visit

Take some time to discuss with your students what they learned at The Children's Museum. Make connections to previous lessons or topics to come. Draw pictures, write letters, and send them to us! Finish with post-visit activities and congratulate your students on a successful trip.

The Children's Museum appreciates *your* feedback. Please send back the completed evaluation form given to you by your instructor. We want to continue providing the best quality programs that we can, and your thoughts and opinions really do help us.

Roaring Brook Nature Center

Field Trip Registration

Phone: 860.693.0263

E-mail: rbnc@TheChildrensMuseumCT.org

You will receive a confirmation with details of your planned visit after receipt of your reservation.

Field trips are usually scheduled on Tuesdays or Wednesdays from October to April, and on Tuesdays, Wednesdays, or Thursdays during May and June. Scheduling on additional days may be available upon request. Remember to schedule your field trip and arrange your transportation early.

Program Reservations

- Programs begin at 9:30 am or 9:45 am, 11:00 am and 1:00 pm
- Programs are approximately 75 minutes, unless otherwise indicated.
- Schedule times may vary slightly for two-hour programs.

Chaperones

- One chaperone is required for every 10 students.
- Additional chaperones may be accommodated subject to space availability.
- Please do not bring siblings or additional children.

Arrival and Teacher Check-In

- Upon arrival, teachers need to check in at the Gift Shop or Office.
- Late arrivals result in shortened programs.
- Refunds are not issued for shortened programs due to late arrivals.
- If you plan to arrive early, please notify us as building space may be in use.

Picnic Facilities

Facilities are available but please reserve in advance.

Special Needs

Please inform us of any special needs (learning or physical disabilities, behavioral issues or language) when you register. Our building is wheelchair accessible but the rest rooms and most trails are not.

Nature Gift Shop

The Nature Shop will be opened for purchases if requested at the time of registration. Souvenir gift bags may be ordered in advance. Call 860.693.0263 or email rbnc@TheChildrensMuseumCT.org.

School Group Rates

The following rates are per student:

\$5.00 75-minute program (\$50 minimum)

\$8.00 Two-hour program (\$100 minimum)

Teachers are admitted free.

Payment

- Payment in full is necessary upon arrival. We accept:
 - Cash,
 - Bank check
 - MasterCard or Visa®
- The following may not be used to pay for field trips:
 - Discount coupons
 - Library passes
 - Purchase orders (unless prior arrangements are made),
 - Membership with The Children's Museum and Roaring Brook Nature Center, or reciprocal memberships

Field Trip Programs

All in the Family

Grades Pre-K-K: We all belong to a family. So do snakes, frogs, foxes, robins and roses. How are their families similar and how do they differ?

Science Standards PK.2, K.2, K.3

The Seasons

Grades Pre-K-K: How do plants and animals deal with the changing seasons?

Three programs are available: Preparing for Winter; Signs of Winter Life; Spring is Here!

Science Standards PK.3, K.3

Discover Nature with your Senses

Grades K-1: Discover the sights, sounds, smells and textures found in the natural world. Learn how animal senses differ from human senses.

Science Standards K.1, 1.2

It's Alive!

Grades K-1: Learn all about the differences between living creatures and the non-living environments that they need in order to survive.

Science Standards K.2, 1.2

From Seed to Seed (Fall and Spring Only)

Grades K-2: Explore how flowering plants change throughout their life cycles in order to survive.

Science Standards K.2, 1.2, 2.2

Eastern Woodland Native Americans

Grades K-6: Discover how Native Americans relied on the natural environment for shelter, clothing, and food. Tour a longhouse replica.

Note that Grade K-2 version is one hour and Grade 3-6 version is two hours.

Science Standards K.4, 1.2, 2.4, Social Studies Standard 4

Insects, Insects, Insects (May 1 to October 15 only)

Grades K-6: Explore different insect habitats and observe insects up close.

Science Standards PK.3, K.3, 1.2, 1.3, 3.2, 4.2

Plant & Animal Adaptations

Grades 1-6: Discover how all living things adapt to meet survival needs.

Science Standards 1.2, 2.2, 3.2., 4.2, 6.2

It's Not Just Dirt!

Grades 2-6: What is soil? What color is it? How does it sound? Feel? Smell? Does soil change from place to place? Why is it important?

Science Standards 2.3, 3.4

Changing Land, Changing Wildlife

Grades 3-6: As Connecticut's ecosystems change over time, so does the State's wildlife. Observe first-hand how natural phenomena and human activities can have an impact on animal populations.

Science Standards 3.2, 4.2, 6.2

Who's For Dinner?

Grades 3-6: Explore the basic concepts of food chains and webs to understand how energy cycles through Connecticut's ecosystems.

Science Standards 3.2, 4.2, 6.2

Connecticut Rocks

Grades 3-8: What geologic forces shaped Connecticut's landscape? Examine rocks and minerals, and learn how to recognize basic rock types outdoors and the forces that shape them. *Science Standards 3.3, 4.3, 7.3*

The Secret World of Plants

Grades 3-8: It's a jungle out there. Plants are not defenseless. Learn the ways plants fight the battle for survival. *Science Standard 3.2*

Bedrock to Stone Walls (Fall and Spring Only)

Grades 4-8: Geology, ecology and human history combine to create the landscape we see. This is a two-hour program. *Science Standards 4.2, 6.2, 7.3*

Hunting with your Senses

Grade 4-8: Do animals sense the world the same way humans do? Learn how our senses compare to those of other animals.

Science Standard 5.2

Winter Survival Skills (December to March)

Grades 4-8: Don't just hibernate. Learn basic survival skills including map reading, using a compass, fire building, constructing a shelter and the right clothes and food. *Dress for the weather outside*. This is a two-hour program

Science Standards 5.2, 5.4

All Day Ecology

Grades 4-8: We can customize a program to fit your curriculum. Students learn about adaptations, food webs, and the general principles of ecology through field study, observation of live animals, and cooperative games. Each program limited to no more than 50 students and there is a \$10 per student minimum.

"Thank you for your efforts on behalf of the many students who visit the Nature Center each and every year. Our experiences have all been extremely pleasant and educational! Fun and learning too – what a concept!" – A Burlington teacher



Roaring Brook Outreach Registration

No time for a trip to the country? We'll bring nature to you – your school, classroom or after-school program. All programs are aligned with Connecticut Science Curriculum Standards.

Registration

Phone: 860.693.0263

E-mail: rbnc@TheChildrensMuseumCT.org

- Discounts are available for multiple bookings of the same program on same day.
- A mileage fee is charged.
- Teachers or other adults must accompany students.

Outreach Classroom Programs

One hour • Maximum 30 children per program

\$150 (\$175 outside 25-mile radius)

All in the Family

Grades Pre-K-K: We all belong to a family. So do snakes, frogs, foxes, robins and roses. How are their families similar and how do they differ?

Science Standards PK.2, K.2, K.3

Living vs. Nonliving

Grades Pre-K-K: What distinguishes living from nonliving things, and how are they classified?

Science Standards PK.2, K.2, K.3

Using Our Senses

Grade K: What do our senses tell us about our world?

Science Standard K.1

Age of the Reptiles

Grades K-3: Who were the dinosaurs, and why did they disappear – or did they? How do they differ from modern-day reptiles?

Science Standards K.3, 3.2

Insects, Insects, Insects

Grades K-3: Insects are everywhere. Why are they so important to our world?

Science Standards K.3, 3.2

The Seasons

Grades K-3: How do plants and animals deal with the changing seasons?

Three programs: Winter's Coming; Signs of Winter Life; Spring is Here.

Science Standards PK.3, K.3

Fruits & Flowers

Grades 1-2: Explore the lifecycle of flowering plants up close.

Science Standard 2.2

Seed to Seed

Grades 1-2: An up-close look at the life of plants.

Science Standards 1.2, 2.2

Snow & Ice Studies

Grades 1-2: Learn about the properties of snow and ice.

Science Standard 2.1

Butterflies

Grades 1-3: It's a wonderful life cycle – from egg to caterpillar to butterfly!

Science Standards 1.2, 1.3, 3.2

Frogs

Grades 1-3: From egg to tadpole to frog, what can these amphibians tell us about the health of our environment?

Science Standards 1.2, 1.3, 3.2

Survival: Plants and Animals

Grades 1-3: How do plants and animals survive in various habitats?

Science Standards 1.2, 3.2

Eastern Woodland Native Americans

Grades 2-6: How did early Native Americans meet their survival needs?

Science Standards 2.4, Social Studies Standard 4

It's Not Just Dirt!

Grades 2-6: Part animal, part vegetable, part mineral. Learn about the soil food web and why it is important to humans and other animals.

Science Standards 2.3, 3.4

Connecticut Rocks and Minerals

Grades 3-4: Trace Connecticut's special geological history. What rocks and minerals can be found here? *Science Standards 3.3, 4.3*

Changing Land, Changing Wildlife

Grades 3-6: How do natural phenomena and humans have an impact on animal populations? *Science Standards 3.2, 4.2, 6.2*

Food Chains & Webs

Grades 3-6: Explore the interrelationships of all living things.

Science Standards 4.2, 6.2

The Secret World of Plants

Grades 3-6: Plants fight back. Discover the natural defenses of plant life.

Science Standard 3.2

Adaptations

Grades 3-7: How do living things adapt to meet their survival needs?

Science Standards 3.2, 4.2, 6.2

The Water Cycle

Grade 4: Do we drink the same water the dinosaurs did?

Science Standard 4.3

Using Microscopes

Grades 4-7: Open a brand new world of things too small to be seen with the naked eye. *Science Standard 5.4*

Keeping Water Clean

Grades 4-8: Water is basic to all life. Learn what we all can do to keep our water supply clean and safe. Demonstration uses Enviroscape™ and groundwater models. *Science Standard 6.4*

Animal Senses

Grade 5: How do animals perceive their environments?

Science Standard 5.2

Outreach Assembly Programs

Assembly programs are a great educational tool and a great value.

One hour • Maximum 250 children per program

\$250 per event plus mileage

Some assembly events may also be scheduled as outreach classroom programs.

Animal Life Cycles

Grades K-3: Animals develop in different ways. Learn about different life cycles and the effects of different environmental factors.

Science Standard 1.3

Adaptations

Grades 1-6: Learn how plants and animals meet specific life needs in unique ways. *Science Standards 1.2, 2.2, 3.2, 4.2, 6.2*

Reptiles & Amphibians

Grades 1-8: Reptiles and amphibians have unique adaptations. Discover which ones live in Connecticut and the environmental threats they face.

Science Standards 1.2, 3.2, 4.2, 6.2

Snakes Alive

Grades 1-8: Separate fact from fiction and learn to appreciate these fascinating creatures. Includes live snakes. *Science Standards 1.2, 3.2, 4.2, 6.2*

Endangered Species

Grades 3-8: What is an endangered species? Which live in Connecticut? How are these species threatened? *Science Standards 3.2, 4.2, 6.2*

Connecticut Wildlife Digest

Grades 4-8: Learn about the diversity of animals in our small state and how human activity affects that diversity. *Science Standards 4.2, 6.2*

What else can Roaring Brook Nature Center bring to your school?

Naturalist-in-Residence

Have a Nature Center Naturalist visit your school for an entire day, offering a variety of programs that may include a PowerPoint presentation, mounted and live animals and hands-on activities. Choose from the program topics listed above for assembly and classroom presentations. A combination of several program types, with a maximum of four, may be held during the course of a day. Reserve early to ensure availability.

Cost: \$500 plus mileage

Teacher Workshops

A Nature Center naturalist will visit your school to work with your staff to help develop/design grade-level-appropriate science activities or to show teachers how to utilize school grounds to complement your science curriculum. Contact the Nature Center at 860.693.0263 for additional information.

"Our students always look forward to your presentations, and we so appreciate having you and the Roaring Brook Nature Center in our own backyard – you are a treasure for us all!" – a Canton School Principal

CT Science Standards Roaring Brook Nature Center Programs

CT Science Standards	Roaring Brook Field Trips	Roaring Brook Outreach Programs
Pk.2 Living Things	All in the Family	All in the Family • Living vs Nonliving
Pk.3 Weather	The Seasons • Insects, Insects, Insects	The Seasons
K.1 Properties of Matter	Discover Nature with your Senses	Using Our Senses
K.2 Living Things	All in the Family • It's Alive From Seed to Seed	All in the Family • Living vs Nonliving
K.3 Weather	All in the Family • The Seasons Insects, Insects, Insects	All in the Family • Living vs Nonliving Age of the Reptiles • Insects, Insects, Insects The Seasons
K.4 Structures	Eastern Woodland Native Americans	
1.2 Structures & Functions of Living Things	Discover Nature with your Senses It's Alive • From Seed to Seed Eastern Woodland Native Americans Insects, Insects, Insects • Plant & Animal Adaptations	From Seed to Seed • Butterflies • Frogs Survival: Plants & Animals • Adaptations Reptiles & Amphibians • Snakes Alive
1.3 Organisms & Life Cycles	Insects, Insects, Insects	Butterflies • Frogs • Animal Life Cycles
2.1 States of Matter		Snow & Ice Studies
2.2 Plants	From Seed to Seed Plant & Animal Adaptations	Adaptations • Fruits & Flowers From Seed to Seed
2.3 Earth's Materials	It's Not Just Dirt	It's Not Just Dirt
2.4 Nutrition	Eastern Woodland Native Americans	Eastern Woodland Native Americans
3.2 Organism Survival & Reproduction	Insects, Insects, Insects • Plant & Animal Adaptations Changing Land, Changing Wildlife • Who's For Dinner The Secret World of Plants	Age of the Reptiles • Insects, Insects, Insects Butterflies • Frogs • Survival: Plants & Animals Changing Land, Changing Wildlife • Adaptations The Secret World of Plants • Reptiles & Amphibians Endangered Species • Snakes Alive
3.3 Earth's Materials	Connecticut Rocks	Connecticut Rocks & Minerals
3.4 Earth's Resources	It's Not Just Dirt	It's Not Just Dirt
4.2 Organisms & Their Environment	Insects, Insects, Insects • Plants & Animal Adaptations Changing Land, Changing Wildlife Who's For Dinner • Bedrock to Stonewalls	Changing Land, Changing Wildlife • CT Wildlife Digest Adaptations • Reptiles & Amphibians • Snakes Alive Endangered Species • Food Chains & Webs
4.3 Erosion	Connecticut Rocks	Connecticut Rocks & Minerals • The Water Cycle
5.2 Perceiving & Responding to Stimuli	Hunting with Your Senses Winter Survival Skills	Animal Senses
5.4 Tools	Winter Survival Skills	Using Microscopes
6.2 Matter and Energy	Plant & Animal Adaptations • Who's For Dinner Changing Land, Changing Wildlife Bedrock to Stonewalls	Changing Land, Changing Wildlife • Food Chains & Webs Adaptations • Reptiles & Amphibians • Snakes Alive Endangered Species • CT Wildlife Digest
6.4 Water Quality		Keeping Water Clean
7.3 Landforms	Connecticut Rocks Bedrock to Stonewalls	