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**To choose this program 1) select “OTHER...” from the program drop-down and 2) write the name of the program into the comments section.**
**A, Bee, C’s of the Honey Bee**

*Location: School  
Presentation Style: Assembly/Class Visits*

*Instructional Resources: Projector, animal artifacts*

Only female honey bees sting, honey bees visit at least 2 million flowers to make just one pound of honey and honey bees are responsible for over a third of the food we eat. These are just a few amazing facts this program will present that will have students looking at bees in a whole new way. In addition to facts, this program will cover pollination, anatomy, the honey bee’s role in the ecosystem and how important the honey bees are to humans. The current honey bee issues will be addressed, and students will have a chance to see the equipment beekeepers use as they learn how we get honey from the hive to the jar.

**AMAZING JOURNEY OF WATER**

*Location: School  
Presentation Style: Assembly/Class Visits*

*Instructional Resources: Projector, interactive game water molecule game*

Students will be introduced to watersheds and how water moves through and is stored in its various forms through the water cycle as well as the natural services water provides in an ecosystem. Building on this information, students will participate in an interactive activity where they will be viewing the water cycle from the point of view of a water molecule. They will be given different scenarios within a watershed to create their very own “Amazing Journey” as a water molecule.

**Bat & Moth**

*Location: School  
Presentation Style: Assembly followed by Individual Class Visits*

*Instructional Resources: Projector, bat and moth specimens and game*

Students will play the role of bats and moths to get an idea of what it would be like to use a sense other than sight to catch prey. In addition to being a sensory game, students will learn about bats and their use of echolocation.

**Biomimicry Introduction: Nature’s Solution to Human Problems (NYSSLS Grade 1)**

*Location: School  
Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, biomimicry products*

This program will use actual bio-inspired products to help students better understand nature as a source of ideas and the concept of bio-inspired design. Students will participate in an exercise that asks them to be the biomimicry engineers tasked with creating a new technology which will help a human to survive while hiking through New York State. Students will be given the chance to present their biomimicry design to the group and come up with inspiration and human problems of their own to design after the program. (Follow up activity provided to teachers post-program).
**Biomimicry Introduction: The Science of Today and Jobs of Tomorrow**

*Location: School  Presentation Style: Individual Class Visits*
*Instructional Resources: Projector, biomimicry products*

What is the connection between a $100 bill and a beetle or a window pane and spider’s web? Students will explore the abundance of connections that Biomimicry creates between humans and our natural world in this hands-on program. This program will use actual bio-inspired products to help students better understand nature as a source of ideas and the concept of bio-inspired design. Students will participate in an exercise that asks them to be the biomimicry engineers tasked with solving a human problem.

**Birds & Raptors**

*Location: School  Presentation Style: Individual Class Visits*
*Instructional Resources: Projector, preserved bird specimens and parts, bird guides, live avian ambassador*

This program introduces students to the sights and sounds of birds, with a focus on their unique characteristics! Through our interactive presentation, students will explore bird adaptations such as feathers, beaks, and talons by examining our artifacts that include a variety of feathers, preserved bird specimens, and bird guides. Students will also observe these adaptations on a live ambassador bird of prey.

**Birds & Wildlife Survival Behaviors (NYSSLS Grade 1)**

*Location: School  Presentation Style: Individual Class Visits*
*Instructional Resources: Projector, animal artifacts, live animal ambassador*

Looking at birds and other wildlife, students will examine the patterns in survival behaviors. By examining animal artifacts and media and playing a survival game, students will explore various survival techniques including vocalizations and camouflage. Students will also engage in observation of a live animal ambassador, learn what survival behaviors help the animal, and how those techniques are used by adults to protect their young.

**Classroom Pond Study**

*Location: School  Presentation Style: Assembly/Class Visits*
*Instructional Resources: Projector, live animals from a pond, preserved animals and specimens, ID Charts*

Students will learn what makes a pond different from a lake and the amazing process of complete and incomplete metamorphosis. Through the use of organisms from a local pond, students will have a chance to get a close look at the creatures and learn about their role in the ecosystem, how these animals depend on one another and their habitat, their place in the food web and the conditions needed for a healthy pond.
**Composting: Nature's Recyclers and Decomposers**
*Location: School*  
*Presentation Style: Assembly/Class Visits*
*Instructional Resources: Projector, live animal ambassadors, hands-on activities*
Recycling of paper, bottles, and cans has become part of our culture. Now it is time to take the next step in recycling: school composting. Food leftovers are the single-largest component of the waste stream by weight, in the United States. Americans throw away more than 25% of the food we prepare, about 96 billion pounds of food waste each year. We spend about 1 billion dollars a year to dispose of food waste. This program will introduce students to the value of composting, the three different types of composting, and get up close and personal with some of the creatures that turn our food scraps into rich nourishing soil. This can be an informational program to teach students about composting or an introduction to creating a compost program for your school. The program can be presented to one class that would like to start a classroom compost program, or for the whole school to set up a school-wide program. For whole schools, our staff can work with your faculty to design a program tailored to your school's needs. This option is available for a special fee.

**Cooperative Kindness (Teambuilding for Grades 3 & 4)**
*Location: School/Yorktown BOCES*  
*Presentation Style: Individual Class Visits*
*Instructional Resources: best done outdoors in an open indoor space*
This program is designed specifically for children who are not yet developmentally ready for our regular team building programs. During the activities, our staff will take a more directive approach with the group in order to develop skills such as: cooperation, planning, inclusiveness, kindness and handling frustration in a positive manner while having fun together. *This program can be used by schools to support their Dignity Act Initiatives.*

**Earth Portable Classroom (Fee)**
*Location: School*  
*Presentation Style: Individual Classes but need an open space with a 23’ ceiling*
*Instructional Resources: Earth Globe*
Available in late May to early June, this unique program brings a 20’ high x 22’ diameter hand-painted representation of our earth into your school. Your class will enter the globe through a zipper along the International Dateline in the Pacific Ocean. Once inside, students can participate in activities covering continents, oceans, mountains, rivers, cities, geographic terms and places in the news. They may also discuss environmental issues such as rainforests, coral reefs, ozone, pollution, and growing deserts. Program length is 40 minutes for 2nd grade. The globe can accommodate no more than 25 students. NO MORE THAN six programs can be done in one day. *Program Cost:* 1 program day + $150 (the rental fee for the globe)/member, $800/non-member for a full day (no more than 6 programs) (this program is eligible for state aid through the environmental CO-SER)

**Food Webs: Who Eats Whom?**
*Location: School*  
*Presentation Style: Individual Class Visits*
*Instructional Resources: Animal artifacts, hands-on simulation, live animal ambassador*
This interactive program introduces students to the daily flow of energy from the sun to producers and consumers. After learning how to classify animals based on their level in a food pyramid, students will participate in a hands-on simulation to help them understand how critical the balance of predators and prey is to the ecosystem by trying to create a sustainable food web system. During the presentation, students will meet a live animal ambassador and learn about its role in the ecosystem.
FOREST ECOLOGY

Location: School/Yorktown BOCES  Presentation Style: Individual Classes Outside if Possible

Instructional Resources: Introduction using Live Animal Ambassadors, Animal Artifacts with interpretive hike to follow

The focus of this program is a guided hike on a local nature trail. Using interpretive stops, games, and ‘hands-on’ activities, the students will be introduced to the temperate forest and the relationships between the habitat and its inhabitants. This program can be adapted to any grade level and many focus areas including food webs, human impact, sustainable management, problem solving, living and non-living things, and wildlife. A forest ecology program can also include a plot study, forest measurements, and tree identification.

GEOLGY: ROCKIN’ THE VALLEY/ EARTH SCIENCE: ROCKS & MINERALS

Location: School  Presentation Style: Assembly/Individual Class Visits

Instructional Resources: Projector, Geological artifacts, hands-on student experiments at stations

Is a rock really just a rock? During this program we will examine the three types of rocks: sedimentary, igneous and metamorphic to understand the differences between them. Using geological history and close examination we will determine why rocks are like puzzles, how fossils form, whether water is actually stronger than rock, where we get those amazing stones to polish our feet and delve into what truly makes a rock crumble!

GROWING UP IN A POND: SIMILARITIES AND DIFFERENCES (SPRING ONLY) (NYSSLS GRADE 1)

Location: School  Presentation Style: Individual Class Visits

Instructional Resources: Projector, insect mounts, live animal ambassadors

Using artifacts, live animals (availability based on weather conditions), and media, students will explore the lifecycles of some plants and animals that live in a pond. They will make observations of structures and patterns to determine the similarities and differences between adults and juveniles. As an in-class assessment, students will be given numerous pictures and artifacts of juvenile animals and be asked to identify the juvenile stage of one pond animal and explain.

HOW NATURE ENGINEERS FOR WINTER SURVIVAL (NYSSLS GRADE 1)

Location: School  Presentation Style: Individual Class Visits

Instructional Resources: Projector, plant and animal artifacts, live animal ambassador

Students will be introduced to how animals use their external body parts to survive in the winter. Through the exploration of animal artifacts, students will use structure and function as evidence to determine which animals go dormant, migrate, and stay active. The program will conclude with an introduction to Biomimicry and several devices that are bio-inspired in design to mimic external animal structures that help humans survive and meet their needs. A post program design activity will be provided. The activity asks students to pick a human problem and choose one external body part that helps plants and animals survive winter to inspire a design solution to their chosen problem.
**INSECTS: INCREDIBLE CREATURES**
*Location: School     Presentation Style: Individual Class Visits*

Insect enthusiasm is through the roof! Using a variety of presentation styles and instructional resources, students will learn the specific characteristics that entomologists use to identify insects and compare them to their relative, the spider. Every student will become an “amateur entomologist” as they learn about simple and complete metamorphosis, the difference between pests and helpful insects, and what role these insects play in our ecosystems. This program includes live animal ambassadors and specimens.

**KEEP IN TOUCH**
*Location: School     Presentation Style: Individual Class Visits*

In this sensory program, students will explore four of our five senses (we save taste for lunch time) through various interactive activities. These can include touching a mystery object in a box or bag and describing the object using descriptive words; smelling various smell jars to identify the item in the jar; using insect viewers and rainbow glasses to view the classroom; and listening to the sounds of common animals made by their classmates, then trying to identify the animal that makes that sound. Then, using pictures, live animals, and pelts, they will learn how some common animals use their senses.

**MAP MAKING ADVENTURES**
*Location: School/Yorktown BOCES     Presentation Style: Individual Class Visits*

Students will become junior cartographers in this marvelous mapping program! After learning about parts of a map and the many different types of maps, they will be broken up into small groups and challenged to map an area using the plane table mapping technique. This program includes options such as simple games, interactive presentations, and hands-on demonstrations. This program can be done either at Yorktown BOCES or on your school grounds.

**MARINE ECOSYSTEMS**
*Location: School     Presentation Style: Individual Class Visits*

75% of the earth’s surface is covered in water! This program introduces students to the different marine ecosystems and the life that inhabits our oceans. From the beach, down to the deep hydrothermal vent communities, using shells, plants and preserved specimens, models, colorful slides and real life stories, participants will learn about the animals and plants that live there, why the ocean is important to us, how humans are impacting the ocean and some of the ways humans are using what they are learning from ocean animals to solve human problems.
**Native American Studies**

*Location: School  Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, animal artifacts, Native American artifacts, games and toys, live animal ambassador*

This program takes a close look at the indigenous tribes of the Hudson Valley and their fascinating culture. Students will learn about their pre-European lifestyles and philosophies, meet a live animal ambassador, and take part in hands-on activities such as examining fur pelts, playing native games and looking at their toys, exploring native artifacts, and playing a matching game between Native American and present-day items. In longer programs, Native American games and storytelling activities can be included if requested.

**Nature Activities to Reconnect with Our Natural World**

*Location: School  Presentation Style: Individual Class Visits*

*Instructional Resources: game supplies*

Nature Deficit Disorder? Not here! We will take your students outside to learn and connect with our natural world through a series of fun and educational nature games! This program can complement almost any area of focus from predator/prey relationships, to camouflage, trees, or animals. Just let us know what you are studying!

**Nature Scavenger Hunt**

*Location: School/Yorktown BOCES  Presentation Style: Individual Class Visits*

*Instructional Resources: scavenger hunt sheets, collection buckets, animal artifacts*

Students will become detectives by using four of their five senses to search for several items in the outdoors such as a leaf, something round, water, or a live animal. Following the search, a discussion will focus on what they found and the role of those objects in our ecosystem.

**Nature Story Telling: The Lorax or The Mitten**

*Location: School  Presentation Style: Individual Class Visits*

*Instructional Resources: Animal artifacts, puppets, and storytelling books, outdoor activities relating to these stories*

This program gives your students the opportunity to experience story telling in its purest form. Using animated voices, gestures, expressions and in some cases, songs, our story tellers will present a story with a nature or Native American theme that will engage and enthrall your students. This program can be tailored for specific items, shapes, smells, and numbers for primary students and may be adapted to include local history and folklore for older students. Specific story preferences can be requested.

**Nature’s Engineers: Insects (NYSSLS Grade 1)**

*Location: School  Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, insect mounts, live animal ambassador*

Students will be introduced to how insects use their external body parts to survive. Through the exploration of unique artifacts, students will use structure and function as evidence to determine which animals are insects and which are not. The program concludes with an introduction to biomimicry and a design activity using a particular insect and its unique way of capturing water to inspire design solutions that they could use to collect water.
**NOCTURNAL WORLD OF NEW YORK**

*Location: School       Presentation Style: Assembly/Class Visits*

*Instructional Resources: Projector, listening to animal calls, animal artifacts, live animal ambassador*

Using pictures of nocturnal and diurnal animals, students will be asked to create a list of differences between them and explore their special adaptations. Through the use of animal sounds, artifacts, and a live ambassador animal, students will learn about why some animals are active at night and how their specialized senses enable them to survive in the dark.

**OFF-SITE POND STUDY**

*Location: Local Pond or wetland       Presentation Style: Individual Class Visits*

*Instructional Resources: Pond exploration materials and instruments*

This program will bring students out of the classroom and into a pond ecosystem! Schools have the option to choose a local pond area where their students will learn to use CEE provided scoop nets to catch samples of the animals and insects living there. Following the collection period, the group will observe and identify their catch, using identification keys and expert Naturalists. They will learn about metamorphosis, interdependence, food chains, some of the organism’s fascinating adaptation as well as the conditions necessary for a healthy pond.

**PLANT AND TRAIL WALK**

*Location: School       Presentation Style: Individual Class Visits*

*Instructional Resources: Nature guide books, Nature journals*

We are all part of nature, why not explore it right in your very own schoolyard? CEE naturalists will create an interpreted walking/hiking experience customized for your school and all its flora and fauna. Not only will this program open students’ eyes to the wonders beyond the classroom, it will foster a new relationship between participants and the natural resources and recreational opportunities that are all around them every day.

**POLLINATOR PARTNERSHIPS**

*Location: School       Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, animal artifacts, game supplies*

In this program, students will be introduced to the important interactions between plants and pollinators. Through our interactive presentation, students will investigate butterflies, hummingbirds, bees, and bats to learn how they are specially adapted to pollinate certain flowers and how flowers are dependent on pollinators. After exploring the various pollinator adaptations, we can either head outside to explore your school garden or woods to look for signs of pollination or play an exciting pollination tag game on your school’s field.
**Recycling: What Happens to My Recyclables?**

*Location: School   Presentation Style: Assembly or Individual Class Visits*

*Instructional Resources: Projector, materials related to sustainability*

Recycling is something that is familiar to almost everyone, but what happens to the item once it leaves the bin? This program will give your students a better understanding of the route a recycled item takes to become something new, examples of products being made with recycled content, and the additional advantages they offer in terms of sustainability. This program will also examine some examples of solid waste found in our home and workplace that can be kept out of the waste stream altogether.

**Seed Study**

*Location: School   Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, seed sorting activity, seed game*

Through seed sorting and critical thinking, students will learn the differences between a seed and a non-seed in this fun, interactive program! The lesson will also include the parts of a seed and all of the different ways seeds travel. After investigating many different types of seeds, students will play a game where they discover how hard it is for seeds to sprout, and why they are so valuable to the natural world.

**Trash Free Lunch**

*Location: School   Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, examples of different lunch packaging and recycling material*

The average elementary school produces 324 pounds of lunch trash every day. That adds up to 58,329 pounds a year! Not only is that a lot of trash to deal with, but a lot of the packaging gets used once and thrown away. What a waste of natural resources! This program helps young people understand the consequences of throw-away lunches and how to pack a no-trash lunch.

**Turtles, Frogs, Toads, Snakes, What's the Difference?**

*Location: School   Presentation Style: Individual Class Visits*

*Instructional Resources: Visual presentation, animal artifacts, preserved animal specimens, photographs, live animal ambassador*

Turtles, frogs, toads, snakes... what’s the difference? This program examines the characteristics and adaptations of amphibians and reptiles, and the differences among species within each class. Students will then rotate through hands-on stations including amphibian and reptile artifacts and preserved specimens. Students will also meet a living reptile, to dispel some common misconceptions about them.

**Weather**

*Location: School   Presentation Style: Assembly/Individual Class Visits   Instructional Resources: Projector, meteorological tools, data collection pages*

Rain, sleet, snow, humidity, muggy, what does it all mean? This program will introduce the concepts and tools necessary to understand the weather. Students will learn about weather forecasting through the use of simple meteorology tools, how the water cycle affects our daily weather, and what different cloud types tell us about the coming weather. They will leave the program with an understanding of the importance of weather prediction and how to collect weather data. After a presentation indoors, we will head outside to use meteorology tools to collect data and analyze the data collected to make a short-term forecast.
**WHERE DOES MY FOOD COME FROM?**

*Location: School    Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, food samples and games*

What seeds do we find in the produce section of the supermarket? Exploring food typically found in the produce section, we will determine what parts are edible and if a new plant can be grown from a seed from one of those plants. Through games and activities, students will learn all about how food arrives at the supermarket and will never look at the produce aisle the same way again!

**WHERE DOES MY GARBAGE GO?**

*Location: School    Presentation Style: Individual Class Visits*

*Instructional Resources: Projector, materials related to sustainability*

Lunch is over and your students are anxious to get outside for recess. They clear off their tables, and toss their uneaten food, paper napkins and cups, and plastic utensils into the nearest trash can. But where does it go from there? The average American generates approximately 6 pounds each of trash per day! There’s everything from paper, uneaten food, construction leftovers, cut grass, plastic, glass, metal, old batteries, computers, phones, and tons of other stuff. Come take a journey with your garbage to learn where it goes and along the way encounter a waste-to-energy incinerator, landfills, a recycling plant and composting.

**WILDLIFE**

*Location: School    Presentation Style: Assembly/Class Visits*

*Instructional Resources: Projector, pelts, skulls, shells, claws, artifacts, models and live animals*

This wildlife program is designed to give students an understanding of the classification system of animals, animal habitats, animal adaptations and consumers’ crucial role within an ecosystem. Among the topics that will be discussed are camouflage, natural services such as how fox and possums keep ticks away, and threatened and endangered species. Through demonstrations and activities using pelts, skulls, and many of our rare animal artifacts, students will gain an up close and personal understanding of wildlife and their role in the ecosystem and our lives.

**WILDLIFE CSI**

*Location: School    Presentation Style: Individual Class Visits*

*Instructional Resources: Hands-on investigation for animal evidence, live animal ambassador*

Coyotes, raccoons, owls, bobcats, and thousands of other wild animals are impressive creatures to see in the natural world. Unfortunately for the curious observer, some of these animals are also among the most reclusive, their presence only evident through the clues they leave behind. Students will investigate several wildlife “crime” scenes to find evidence that can include tracks, scat, food remains, feathers or fur, to draw conclusions about who was there and what happened. The program will conclude with a discussion to help students better understand predator and prey relationships and the food chain and will include a live animal ambassador.
**WINTER ADAPTATIONS**

*Location: School    Presentation Style: Assembly/Class Visits*

*Instructional Resources: Projector, pelts, skulls, shells, claws, artifacts, models and live animals*

There are four main methods animals use to survive the winter: go dormant, hibernate, migrate, or stay active. This program introduces students to each method, how it is done, and which animals use each method. During the interactive stations, students will examine animal pelts, preserved specimens and skulls of various animals that use each method, do an experiment to test the insulation quality of blubber and meet one of our animal ambassadors that would normally be dormant or hibernating in the wild.