

# The Children's Museum Group

# PROGRAM GUIDE



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West Hartford, CT 06117  
Phone: (860) 726-4008



70 Gracey Road  
Canton, CT 06019  
Phone: (860) 693-0263

[www.thechildrensmuseumct.org](http://www.thechildrensmuseumct.org)

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## ABOUT THE CHILDREN'S MUSEUM GROUP

Now celebrating our 95th year, The Children's Museum Group (TCMG) includes The Children's Museum, Roaring Brook Nature Center, and The Children's Museum Preschool. TCMG specializes in education and offers one of the most comprehensive arrays of STEM/STEAM educational programs in CT aligned with Common Core, Next Generation Science Standards, and CT Early Learning and Development Standards. Our mission is to provoke life-long experiential learning and innovation among children, adults, and their communities. TCMG strives to be a premier provider of experiential learning content for young children and a forward-looking, adaptable place where children and adults feel safe to explore, imagine, discover, create, and fail.

The Children's Museum in West Hartford, CT, offers engaging hands-on exhibits, a Wildlife Sanctuary that houses hundreds of animals, and a team of talented outreach educators. The Children's Museum Preschool, on the West Hartford campus, is one of the country's oldest early childhood educational centers with a highly respected science and play-based curriculum. Roaring Brook Nature Center, in Canton, completes the TCMG with its skilled environmental educators, nature exhibits, pollinator gardens, animal sanctuary including birds of prey, wildlife rehabilitation clinic, and outdoor trails.

### CONTACT INFORMATION

[events@thechildrensmuseumct.org](mailto:events@thechildrensmuseumct.org)  
(860) 726-4008



# ABOUT



# THE TCMG APPROACH

WHERE LEARNING AND FUN CONNECT

## BOOK YOUR PROGRAM TODAY!

Contact our Registrar by phone at  
(860) 726-4008 or e-mail at  
[events@thechildrensmuseumct.org](mailto:events@thechildrensmuseumct.org).

## THE CHILDREN'S MUSEUM

180 Mohegan Drive  
West Hartford, CT 06117  
Offering In-Person and Virtual  
Outreach Programs

## ROARING BROOK NATURE CENTER


70 Gracey Road  
Canton, CT 06019  
Offering On-Site Field Trips and  
In-Person and Virtual Outreach  
Programs

Our team of highly trained educators looks forward to igniting the spark of excitement and curiosity in your students. Whether you want to explore the solar system in Starlab, our portable planetarium, or take a walk through Werner's Woods led by a Roaring Brook naturalist, TCMG has a program to complement your curriculum. Our classes integrate science, technology, engineering, art, and math in ways that simultaneously foster academic achievement, creative thinking, and problem-solving skills. Our innovative education team is proud to find new ways to meet the ever-changing needs of students and utilizes best practices in S.T.E.A.M. education. Let TCMG create an experience *where learning and fun connect* for you and your students.



## PROGRAM PRICING

Outreach Programs	Length of Program	Max Number of Students	Price
In-Person Class-sized	45 min	30	\$250
In-Person Starlab	45 min	30	\$330 <small>*Qualifies for Multiple Program Discount</small>
In-Person Assembly	45 min	150	\$400
In-Person Early Childhood	45 min	18	\$250 <small>*Qualifies for Multiple Program Discount</small>
In-Person Family STEAM Event	60 min	100	\$550
Virtual Class-sized	45 min	30	\$200
Virtual Assembly	45 min	100	\$350
Virtual Family STEAM Night	90 min	100	\$500

All traveling outreach programs incur an additional fee based on mileage. A \$30 fee is applied for locations greater than 25 miles away from the Museum or Nature Center. A \$60 fee is applied for locations requiring travel greater than 50 miles and a \$100 fee for travel greater than 100 miles. Programs listed with this symbol  have an additional materials fee.

RBNC Field Trips	Length of Program	Minimum Cost	Price
School Age	75 min	\$230	\$11/student
	120 min	\$275	\$15/student
	All Day	\$415	\$20/student
Early Childhood	60 min	\$190	\$10/student

Teachers and School Staff are admitted free of charge. Groups are granted one free chaperone for every 15 students. Additional chaperones may be accommodated if space is available and charged \$6/chaperone.

# OUTREACH PROGRAMS

Let us bring The Children's Museum to you with our fun and educational outreach programs. Whether you select a program featuring live animals from our wildlife sanctuary, an exciting STEAM demo or a hands-on program, our educators will deliver an engaging experience sure to inspire.

## HANDS-ON PROGRAMS

### WEATHER WONDERS

GRADES K-1 ESS2.D, LS4.D

Learn about the reason for seasons, and explore how the water cycle affects the weather we experience. Meet an animal ambassador and learn how they adapt to harsh climates.

### BUDDING BOTANISTS

GRADES K-2 LS2.A

Discover the reason for a flower from the inside out by dissecting real flowers and identifying their different parts. Learn about plant lifecycles and why they are so important to humans.

### SOUND ON!

GRADES K-5 PS4.A

Explore how sound is made from vibrations and how it travels as waves. Play with pitch using the human xylophone and build a musical instrument.

### SOILS AND EROSION

GRADES 2-4 ESS2.A

Get your hands a little dirty while conducting soil experiments. Examine different types of soil and find out how they are formed.

### CRIME LAB

GRADES 2-8 ETS1

Calling all super sleuths! Learn the basics of forensic science and put your skills to the test as you try to solve a crime.

### INVENTING

GRADES 1-8 PS4.A, ETS1

Follow the engineering design process to invent a machine that slows down a rolling object using simple materials. Prototype, test, and improve your design.

### WATER CYCLE

GRADES K-8 ESS2.A&C, ESS3

Become a part of the water cycle and discover how water travels through the land, ocean, and atmosphere in its different forms.

### ENVIRONMENTAL IMPACT

GRADES K-8 ESS3.A&C

Explore the effects that every day human activities have on the environment and ways to reduce your impact.

### POLYMER POWER

GRADES K-8 PS1.A&B

Conduct a slimy experiment to learn about solids, liquids, and the strange chains called polymers.

### PALEONTOLOGY

GRADES 4-8 ESS1.C, LS4.D

Learn how fossils tell us about life in the past. Compare modern and fossil forms to understand the similarities and differences over time as evolution shapes all life.

# HANDS-ON PROGRAMS

## LANDFORMS & MAPPING

GRADES K-5 ESS2.B

Study different types of maps and learn how to read them. Using maps, 3-D models, and other tools, explore the shape of the land and identify patterns and significant features.

## BUILDING BETTER BRIDGES

GRADES 2-8 EST1, PS2.A

Discover the shapes and designs that have helped bridges bear heavy loads for centuries. Put engineering practices to work while designing, building, and testing a bridge prototype that can hold weight.

## ROCK ON!

GRADES 3-5 ESS1.C, ESS2.A

Learn how igneous, sedimentary, and metamorphic rocks form. Examine rocks and minerals for geologic clues.

## CHEM TECH

GRADES 4-8 PS1.A & B

Conduct more than 25 surprising microchemistry experiments in this introduction to chemistry. Experiment, make observations, analyze results, and share your findings.

NEW

## ANIMAL SENSES LAB

GRADES 3-8 LS1.A&D

Explore the ways animals use their senses to investigate the world. Use the scientific method to conduct an experiment to discover the choices an invertebrate makes using their senses.

## ELECTRICITY & MAGNETISM

GRADES 4-8 PS1.A

Learn about magnetism and electricity through some hair-raising demonstrations. Put your newfound knowledge to the test in experimentation stations.

## LEGO VEHICLE CHALLENGE

GRADES K-8 ETS1

Start your engineering engines in this hands-on class. Working in small teams, students will design and build a vehicle to race down a ramp.

NEW

## ANIMAL WEIGHTS

GRADES K-8 LS1.C

Use a variety of objects to try and match the weight of different live animals on a balance scale. Explore how measurements, like weight, are important for proper animal care.

NEW

## YOU CAN BUILD IT!

GRADES K-8 ETS1

Are you up for the challenge? Practice engineering skills to complete different building challenges using wooden KEVA planks.

NEW

## ROBOTICS 101

GRADES K-8 ETS1

Welcome to the wonderful world of robotics! Try your hand at programming a robot to complete coding challenges.



This symbol indicates this program has an additional materials fee.

# HANDS-ON PROGRAMS

NEW

## LUNAR LANDERS

GRADES K-8 ETS1

Join NASA's Artemis program and prepare to return to the Moon. Learn about the requirements of lunar travel and build and test lunar lander prototypes.

NEW

## UNDER PRESSURE

GRADES 3-8 PS1.A

Investigate the effects of air pressure using a vacuum chamber through demonstrations and experimentation.

NEW

## READY FOR TAKEOFF! 💰

GRADES K-8 PS2&3, ETS1

Learn the basics of flight and become an aerospace engineer by designing, building, and testing a flying machine.

## CREATE YOUR OWN

GRADES K-8

Work with our team of talented educators to design a program utilizing the Museum's unique resources to meet your specific learning goals.

# FAMILY PROGRAMS

Engage students and their families in our exciting Family STEAM events! Whether in person or virtual, these events are designed for a wide age range to get the whole family learning together. Both formats can be customized to create an experience aligned with your learning goals.

## FAMILY STEAM EVENT

GRADES K-8

Get the whole family learning in an engaging Family STEAM event! In this center-style program, participants will engage in activities covering a wide variety of STEAM topics that may include hands-on experiments, engineering challenges, live animal demonstrations, and more. This program is designed to accompany larger events like Science Fairs, Back to School Nights, and other family engagement events. This program can be tailored to fit your event focus.

## VIRTUAL FAMILY STEAM NIGHT

GRADES K-8

Join our educators online for a 90-minute live virtual experience covering an assortment of STEAM topics. This program is designed to get the whole family learning together from the comfort of their own homes.

Topics can include:

- Live Animals
- Astronomy
- STEAM Demonstrations, like Electricity or Combustion

# LIVE ANIMAL PROGRAMS

## ANIMAL ADAPTATIONS & HABITATS

GRADES K-8 LS1.A&B, LS4.B&C

Study animals from our Wildlife Sanctuary and determine the unique ways they have adapted to meet their specific needs. Compare and contrast mammals, reptiles, amphibians, and insects.

## ANIMAL LIFECYCLES

GRADES K-8 LS1.A&B, LS4.B&C

Explore the life cycles of invertebrates, amphibians, reptiles, and mammals and the adaptations that help them to survive into adulthood.

## EARTH'S BIOMES

GRADES K-8 LS1.A&B, LS4.B&C

Let our live animal ambassadors guide you as you explore the Earth's biomes, from the humid rainforest to the dry desert and others in between.

## CONNECTICUT WILDLIFE

GRADES K-8 LS1.A&B, LS4.B&C

Safely encounter a variety of animals native to Connecticut. Learn more about the adaptations of these local species and how human activities affect them.

## AMAZING AMPHIBIANS

GRADES K-8 LS1.A&B, LS4.B&C

Observe amphibians from around the world as you discover what makes them so amazing. Follow their lifecycle from egg to adult while discovering their unique adaptations to life in and out of the water.

## COLD-BLOODED CREATURES

GRADES K-8 LS1.A&B, LS4.B&C

Come face to face with reptiles and amphibians from around the world and learn about the adaptations that help them survive in the wild.

## ENDANGERED SPECIES

GRADES K-8 LS1.A&B, LS2.C, LS4.B&C

Meet animal ambassadors whose wild counterparts are endangered and threatened, and investigate why some animals become extinct while others thrive.

## FOOD WEBS

GRADES K-8 PS3.D, LS1.A&B, LS2.A,B&D, LS4.B&C

Build a food web with our animal ambassadors and discover the roles each plays in the ecosystem.

## CREATE YOUR OWN

GRADES K-8 LS1, LS2, LS3, LS4

Work with our Education Team to create a custom program using the Museum's Animal Ambassadors to meet your learning goals. (Ex. Snakes, Turtles & Tortoises, Mammals)



This symbol indicates this program has an additional materials fee.

# S.T.E.A.M. DEMONSTRATIONS

Wow your students with exciting S.T.E.A.M. demonstrations! Each 45-minute program can cover two mix-and-match modules or one focused topic. All formats allow you to create a customized program filled with educational demonstrations aligned with your learning goals. Choose an in-person or virtual program.

Program Type	Max. Number of Students
In-Person Class	30
In-Person Assembly	150
Virtual Assembly	100
Virtual Class	30

## MODULES: CHOOSE TWO

### ANIMAL ADAPTATIONS & HABITATS

GRADES K-8 LS1.A&B, LS4.B&C

Observe and learn about the adaptations and habitats of two live animal ambassadors from our Wildlife Sanctuary.

### ELECTRICITY

GRADES K-8 PS1

Have a positively-charged experience investigating electricity through a variety of electrifying demonstrations.

### LIQUID NITROGEN \$

GRADES K-8 PS1

Experience the power of a liquid that is 321 degrees below zero and witness the cool properties of extreme cold temperature.

### SOUND

GRADES K-8 PS4

Discover how vibrations make sound, see how it moves in waves, and hear them in action!

### COMBUSTION \$

GRADES K-8 PS1

Fan the flames of learning with fiery demonstrations focused on heat, matter, and the fire triangle.

### LIGHT

GRADES K-8 PS4

Explore the electromagnetic spectrum, bend laser beams, and more through illuminating demonstrations. *To be most effective, we must be able to work in a darkened room. Class-sized program only.*

### PHYSICS

GRADES K-8 PS2, PS3

Put learning in motion by exploring forces at work with Newton's Laws of Motion.

## FOCUSED TOPIC: CHOOSE ONE

### FLIGHT \$

GRADES K-8 PS1&2, ETS1

Learn about the physics of air pressure and the fundamentals of flight. Investigate how different aircraft overcome gravity and take to the skies.

### ALL ABOUT ANIMALS

GRADES K-8 LS1.A&B, LS4.B&C

Compare and contrast up to five animal ambassadors from our Wildlife Sanctuary.

### FIRE AND ICE \$

GRADES K-8 PS1

Combine the Liquid Nitrogen and Combustion modules for the coolest and hottest learning experience. A great way to explore the effects of temperature!

# STARLAB TRAVELING PLANETARIUM

Have the whole universe come to you with the STARLAB planetarium! With a gym, auditorium, or large multipurpose room, you can experience an immersive 360° projection featuring stars, planets, moons, and much more. All STARLAB programs can be adapted to a virtual format.

STARLAB programs are 45 minutes long, and the portable planetarium can fit up to 30 participants.

STARLAB requires a large room with a clear space of at least 25'x25' with at least 12' ceilings and access to an electrical outlet. Please allow 45 minutes for set up and take down of the inflatable dome.



## STARRY SAFARI

GRADES PK-2 ESS1.A&B, LS1.A

Take a special tour of creature constellations from around the world. Hear the amazing tales people told about how those animals were placed in the night sky. Bring a constellation to life and meet a live animal from our wildlife sanctuary.

## JUNIOR NIGHT OWLS

GRADES K-2 ESS1.A&B

Introduce young astronomers to the night sky! Learn what causes day and night and how to form the constellations.

## MIGHTY MOON

GRADES 2-6 ESS1.A&B

Take a deeper look into our Earth's sidekick. Learn about moon phases, eclipses, the Moon's critical role in space exploration, and even the moons orbiting other planets of the solar system.

## OUT OF THIS WORLD

GRADES 2-6 ESS1.A&B

Travel the solar system to meet your planetary neighbors as you journey to exotic worlds and strange moons.

## STORIES BY STARLIGHT

GRADES 2-6 ESS1.A&B

The folklore from Greece, Africa, Native American tribes, and other cultures comes alive inside the portable planetarium. Learn how different cultures view the constellations and the science behind them.

## CLOCKWORK SKIES

GRADES 1-5 ESS1.A&B

Explore the timely motions of the Sun, Moon, and planets. Take a live tour of the night sky, discovering the repeating sky patterns, such as the phases of the Moon and seasonal constellations.

## SIZING UP SPACE

GRADES 3-5 ESS1.A&B

Be amazed by out of this world measurements! Tour the Sun, planets, and more to see how each measures up, focusing on distance and size.



This symbol indicates live animal(s) are used in program.



This symbol indicates this program has an additional materials fee.

# STARLAB TRAVELING PLANETARIUM

## **STARS OF THE SEASON** **GRADES 3-8 ESS1.A&B**

In this live tour of the night sky, investigate how seasonal changes in the Sun's path and seasonal constellations connect with the Earth's orbit around the Sun. Explore the changing phases of the Moon and view the current season's constellations and visible planets.

## **LOSING THE DARK** **GRADES 4-8 ESS1.A&B**

Investigate the issue of light pollution and its environmental impact on humans and wildlife. Learn about the ways engineers have preserved the night sky. Take a live tour of the constellations and visible planets to see what you may be missing.

NEW

## **FROM EARTH TO THE UNIVERSE** **GRADES 3-5 ESS1.A&B**

Discover how early astronomers pioneered our current understanding of the solar system and how these discoveries led to many innovations that now allow humanity to peek at extra solar planets and far distant galaxies.

NEW

## **TWO SMALL PIECES OF GLASS: THE AMAZING TELESCOPE** **GRADES 3-8 ESS1.A&B**

Learn about the pioneers of modern astronomy and see how their influence led to a new age of understanding and exploration. See how modern telescopes have improved our view of the universe to a point where we can find out more about other solar systems in our galaxy.

NEW

## **MAGNETISM** **GRADES 4-5 ESS1.A&B**

Learn about magnetic fields and where we can find these captivating forces in our solar system. Discover the critical role they play in a planet's ability to support complex life.

NEW

## **PHANTOM OF THE UNIVERSE** **GRADES 4-5 ESS1.A&B**

Uncover the invisible influence in our universe known as dark matter. Learn how we discovered it, what little we know about it, and the scientific innovations developed to help shed some light on this universal mystery.



# EARLY CHILDHOOD PROGRAMS

Our early childhood programs are specifically developed for children ages 3-5 and aligned with the Connecticut Early Learning and Development Standards. Choose from two formats to meet the needs of your students. Our **Early Childhood Live Animal Programs** are presented in a circle time-style and feature live animals from our Wildlife Sanctuary. Our **Early Childhood Hands-On Programs** bring STEAM topics to life with their engaging center-style format. Every program is designed to spark curiosity, introduce new vocabulary, and make learning fun for our youngest learners.

## LIVE ANIMAL PROGRAMS

Captivate your class with a program featuring live animals from our Wildlife Sanctuary. Students will meet different animals and be encouraged to notice and wonder, just like a scientist.

### MEET THE ANIMALS

SCIENCE, SOCIAL STUDIES, COGNITION

Welcome live animals from our Wildlife Sanctuary into your classroom. Investigate the similarities and differences between different animals like a mammal, a reptile, an amphibian, or an insect.

### ENCOUNTERING DRAGONS

SCIENCE, SOCIAL STUDIES, COGNITION

Leaping lizards! Come face to face with living dragons while learning all about reptiles.

### FURRY FRIENDS

SCIENCE, SOCIAL STUDIES, COGNITION

Meet our furry mammal friends and discover the special characteristics that help them live in the wild.

### SOMETHING FROGGY

SCIENCE, SOCIAL STUDIES, COGNITION

Hop to it! Learn all about frogs and other amphibians and their unique life cycles.



### TURTLES, TORTOISES, AND TERRAPINS

SCIENCE, SOCIAL STUDIES, COGNITION

Say shell-o to some slow-moving friends! Compare and contrast different turtles and tortoises while exploring their adaptations and habitats.

NEW

### FUR, SCALES, OR SKIN

SCIENCE, LANGUAGE, COGNITION

Investigate different animal body coverings by meeting a variety of animal ambassadors.

# EARLY CHILDHOOD PROGRAMS

## HANDS-ON PROGRAMS

Bring the Museum's unique resources to your classroom. Each of our hands-on programs are designed with multiple activity stations to allow students to explore, investigate, and experiment.

### INSECT INVESTIGATORS 🐾

SCIENCE, LANGUAGE, COGNITION

Get out your magnifying glasses and investigate all kinds of insects and other invertebrates. Observe some six-legged friends, learn about their different body parts, explore their lifecycles, and more!

### COLOR PLAY 🐾

SCIENCE, CREATIVE ARTS, COGNITION

Explore and experiment with color using a variety of materials. Mix, match, and make discoveries.

### CONSTRUCTION ZONE

SCIENCE, SOCIAL STUDIES, COGNITION

Design, build, and test over and over again in this engineering exploration. From bridges to bird nests, students will be challenged to see the different ways people and animals build.

### WE LIKE TO MOVE IT!

SCIENCE, LANGUAGE, COGNITION

Investigate energy, force, and motion! Does it slide, roll, or stay put? Use a variety of ramps to experiment with the concepts of movement and motion.

### FROM SEED TO PLANT

SCIENCE, LANGUAGE, COGNITION

Follow a plant's lifecycle from seed to seed. Learn all about plants, their seeds and how they grow.



### MOON'S MYSTERIES

SCIENCE, SOCIAL STUDIES, COGNITION

Learn all about the Moon, why it seems to change, and what we know about Earth's nearest neighbor.

### STARRY SAFARI 🐾

SCIENCE, SOCIAL STUDIES, COGNITION

Take a special tour of creature constellations from around the world in our portable planetarium. Hear the amazing tales people told about how those animals were placed in the night sky. Bring a constellation to life and meet a live animal from our wildlife sanctuary.

\*See page 10 for requirements of STARLAB Planetarium



This symbol indicates live animal(s) are used in program.

## NEXT GENERATION SCIENCE STANDARDS

Programs	Grade	Earth Sciences			Physical Sciences				Life Sciences				Engineering
		ESS1	ESS2	ESS3	PS1	PS2	PS3	PS4	LS1	LS2	LS3	LS4	ETS1
S.T.E.A.M. Demonstrations													
Animal Adaptations & Habitats	K-8								X			X	
Electricity	K-8				X								
Liquid Nitrogen	K-8				X								
Sound	K-8							X					
Combustion	K-8				X								
Light	K-8							X					
Physics	K-8					X	X						
Flight	K-8				X	X							X
All About Animals	K-8								X			X	
Fire and Ice	K-8				X								
Live Animals													
Animal Adaptations & Habitats	K-8								X			X	
Animal Lifecycles	K-8								X			X	
Earth's Biomes	K-8								X			X	

## NEXT GENERATION SCIENCE STANDARDS

Programs	Grade	Earth Sciences			Physical Sciences				Life Sciences				Engineering
		ESS1	ESS2	ESS3	PS1	PS2	PS3	PS4	LS1	LS2	LS3	LS4	ETS1
Live Animals													
Connecticut Wildlife	K-8								X			X	
Amazing Amphibians	K-8								X			X	
Cold-Blooded Creatures	K-8								X			X	
Endangered Species	K-8								X			X	
Food Webs	K-8							X	X			X	
Hands-On													
Weather Wonders	K-1		X									X	
Budding Botanists	K-2									X			
Sound On!	K-5							X					
Soils and Erosion	2-4		X										
Crime Lab	3-8												X
Inventing	1-8							X					X
Water Cycle	K-8		X	X									
Environmental Impact	K-8			X									

## NEXT GENERATION SCIENCE STANDARDS

Programs	Grade	Earth Sciences			Physical Sciences				Life Sciences				Engineering
		ESS1	ESS2	ESS3	PS1	PS2	PS3	PS4	LS1	LS2	LS3	LS4	ETS1
Hands-On													
Polymer Power	K-8				X								
Paleontology	4-8	X										X	
Landforms & Mapping	K-5		X										
Building Better Bridges	2-8					X							X
Rock On!	3-5	X	X										
Chem Tech	4-8				X								
Animal Sense Lab	3-8								X				
Electricity & Magnetism	4-8				X								
LEGO Vehicle Challenge	K-8												X
Animal Weights	K-8								X				
You Can Build It!	K-8												X
Robotics 101	K-8												X
Lunar Landers	K-8												X
Under Pressure	3-8				X								
Ready for Takeoff!	K-8					X	X						X

# NEXT GENERATION SCIENCE STANDARDS

Programs	Grade	Earth Sciences			Physical Sciences				Life Sciences				Engineering
		ESS1	ESS2	ESS3	PS1	PS2	PS3	PS4	LS1	LS2	LS3	LS4	ETS1
Starlab Traveling Planetarium													
Starry Safari	PK-2	X							X				
Junior Night Owls	K-2	X											
Mighty Moon	2-6	X											
Out of this World	2-6	X											
Stories by Starlight	2-6	X											
Clockwork Skies	1-5	X											
Sizing Up Space	3-5	X											
Stars of the Season	3-8	X											
Losing the Dark	4-8	X											
From Earth to the Universe	3-5	X											
Two Small Pieces of Glass	3-8	X											
Magnetism	4-5	X											
Phantom of the Universe	4-5	X											

## NGSS CORE IDEAS

ESS1: Earth's Place in the Universe  
 ESS2: Earth's Systems  
 ESS3: Earth & Human Activity  
 ETS1: Engineering Design

PS1: Matter & Its Interactions  
 PS2: Motion & Stability  
 PS3: Energy  
 PS4: Waves and their Applications

LS1: From Molecules to Organisms  
 LS2: Ecosystems: Interactions, Energy & Dynamics  
 LS3: Heredity: Inheritance & Variation of Traits  
 LS4: Biological Evolution: Unity & Diversity

# ROARING BROOK NATURE CENTER

## FIELD TRIPS

Located at 70 Gracey Road in Canton, CT, a field trip to Roaring Brook Nature Center is a great way to bring a breath of fresh air to your curriculum.

At Roaring Brook Nature Center, you can:

- Explore exhibits highlighting local ecosystems.
- Sit in a Native American longhouse.
- Visit with live animals in our wildlife sanctuary including birds of prey.
- Hike through our trails and gardens with a seasoned naturalist.
- and more!

### Times

- Programs typically begin at 9:30 AM, 11:00 AM, or 1:00 PM.
- Field trips can be 1 hour and 15 minutes, 2 hours, or All Day experiences.
- Scheduled times may vary slightly for 2-hour programs or when All Day programs are booked.

### Booking Your Field Trip

To schedule your field trip, please call the Center at (860) 693-0263 or email us at [rbnc@thechildrensmuseumct.org](mailto:rbnc@thechildrensmuseumct.org). Remember that the Nature Center does not arrange for transportation from your school to the Center.

RBNC Field Trips	Length of Program	Minimum Cost	Price
School Age	75 min	\$230	\$11/student
	120 min	\$275	\$15/student
	All Day	\$415	\$20/student
Early Childhood	60 min	\$190	\$10/student
Teachers and School Staff are admitted free of charge. Groups are granted one free chaperone for every 15 students. Additional chaperones may be accommodated if space is available and charged \$6/chaperone.			

### Arrival and Teacher Check-In

Upon arrival, a teacher should check in at the Gift Shop or Office. It is very important that you arrive on time. Late arrivals will often result in shorter programs. Refunds are not issued for reduced time due to tardiness.

### Chaperones and Teachers

- Teachers and School Staff are admitted free of charge.
- One teacher or chaperone is required for every 15 students.
- Additional chaperones may be accommodated if space is available but will be charged an additional \$6 per chaperone.

### Gift Shop

The Nature Center Gift Shop will be open for purchases if requested at the time of field trip registration. Souvenir gift bags may also be ordered in advance. Give us a theme and a cost per bag, and we can provide a fun memory of the trip.

### Picnic Facilities

Facilities are available, but reservations should be made in advance. These sites fill up quickly, and some are dependent on the weather and time of year.

### Special Needs

Please notify the Nature Center if any of your students have special needs. Our building is wheelchair accessible, and we have an ADA-compliant restroom. We also have assisted listening devices for hearing-impaired students. However, many of our trails are not wheelchair accessible.



# RBNC FIELD TRIPS

## IT'S ALIVE

GRADES K-2 LS1.A,B&C

Learn how to distinguish living creatures from the non-living components of their environment. What do living things need in order to survive?

## ALL IN THE FAMILY

GRADES K-2 LS3.A&B

Learn how animal families are similar and how they are different.

## FROM SEED TO SEED

FALL & SPRING ONLY

GRADES K-2 LS1.A&C, LS2.A

Explore how flowering plants change throughout their life cycles in order to survive.

## IT'S NOT JUST DIRT

GRADES K-2 ESS2.C,  
ESS3.A, PS3.D

What is soil, and why is it so important to our survival?

## WHO'S FOR DINNER?

GRADES K-8 PS3.D, LS1.C,  
LS2.A&B

Explore the basic concepts of food chains and webs. Learn how energy cycles through Connecticut's ecosystems.

## HOME SWEET HOME: HABITATS

GRADES K-2 ESS3.A, LS2.A&B

Find out how our local wildlife uses natural resources to meet their survival needs.

## ANIMALS ON THE MOVE

GRADES K-2 LS1.A, LS2.A

All living things move, but they all move in different ways. Find out about fins, wings, and animal movements!

## INSECTS AND THEIR RELATIVES

MAY-OCTOBER ONLY

GRADES K-2 LS1.B, LS3.A&B,  
ESS2.E

Observe insects up close and see what special adaptations they have developed to help them survive.

## NATURE'S ENGINEERS

GRADES K-8 ESS2.E, ESS3.A&C

Animal engineers build structures to help them raise their young, survive the winter, store food, or escape predators. Learn how some animals change their environment and what we can learn from them.

## ADAPTATIONS

GRADES K-8 LS1.A, LS4.B&C

Choose our general adaptations program or a topic from the list below:

- Flowers, Poisons and Thorns
- Predator and Prey
- Claws, Paws & Jaws
- Going, Going, Gone
- Alien Invaders!
- Species specific programs tailored to your students interests (e.g. reptiles, birds)

# RBNC FIELD TRIPS

## **ANIMAL & PLANT LIFECYCLES** GRADES K-8 LS1.B, LS3.A&B

Plants and animals have unique and diverse life cycles. Choose our general life cycle program or a topic from the list below:

- Insects and Their Relatives
- Birds and Butterflies
- Reptiles & Amphibians
- Marvelous Mammals
- From Seed to Seed

## **THE BUZZ ON POLLINATION** GRADES K-3 LS1.B&C, ESS2.E

Plants depend on animals for pollination or to move their seeds around. Explore how the shape of the flower influences who pollinates the flowers and why bees, butterflies, and other animals benefit from pollination.

## **ANIMAL SUPER SENSES** GRADES K-8 LS1.A&D

Animals have body parts that capture and convey information needed for their growth and survival. How do animals perceive the world? Discover animals' super senses and their odd ones, too!

## **NATIVE AMERICANS OF THE EASTERN WOODLANDS** GRADES K-8 LS4.D

Discover how Native Americans relied on their natural environment for all their survival needs including shelter, clothing, and food.

## **CHANGING SEASONS** GRADES K-2 ESS2.D

How do plants and animals deal with the weather and a changing climate?

- What's Up with Fall?
- Frozen
- Spring Picnic

## **THE AMAZING SOIL FOOD WEB** GRADES 3-8 PS3.D, LS1.C, LS2.A&B

Soil is the connection between the Earth's geology and its biology. Learn how energy cycles through soils and, in turn, through ecosystems.

## **CONNECTICUT ROCKS!** GRADES 2-8 ESS1.C, ESS2.B&C

Every rock tells a story. Connecticut's rocks can tell us how Connecticut's landforms came to be.



# RBNC FIELD TRIPS

## **KEEPING WATER CLEAN** GRADES 3-8 ESS3.C

Human activities in agriculture, industry, and everyday life have had major effects on our water resources. Today, individuals and communities are doing things to help protect Earth's resources and environments. This program uses Enviroscope models to demonstrate how to prevent pollution.

## **BEDROCK TO STONE WALLS** SPRING & FALL ONLY GRADES 3-8 ESS2.A,C&E

Geology, ecology, and human history have combined to create the Connecticut landscape we see today. This program combines aspects of "Connecticut Rocks" and "Changing Land, Changing Wildlife."

## **SURVIVAL SKILLS**

GRADES 5-8 ESS2.A&D,  
ESS3.B&C

Learn basic survival skills, including reading a map and compass, fire building, shelter construction, appropriate clothing, and food. Dress for the weather!

## **CHANGING LAND, CHANGING WILDLIFE**

GRADES 3-8 ESS2.E, ESS3.C,  
LS2.C, LS4.D

As Connecticut's ecosystems have changed over time, so has the state's wildlife. Learn how natural phenomena and human activities have impacted animal populations.

## **OUR WATERY WORLD: EARTH'S WATER CYCLE**

GRADES 3-8 PS1.A&B,  
ESS2.A&C

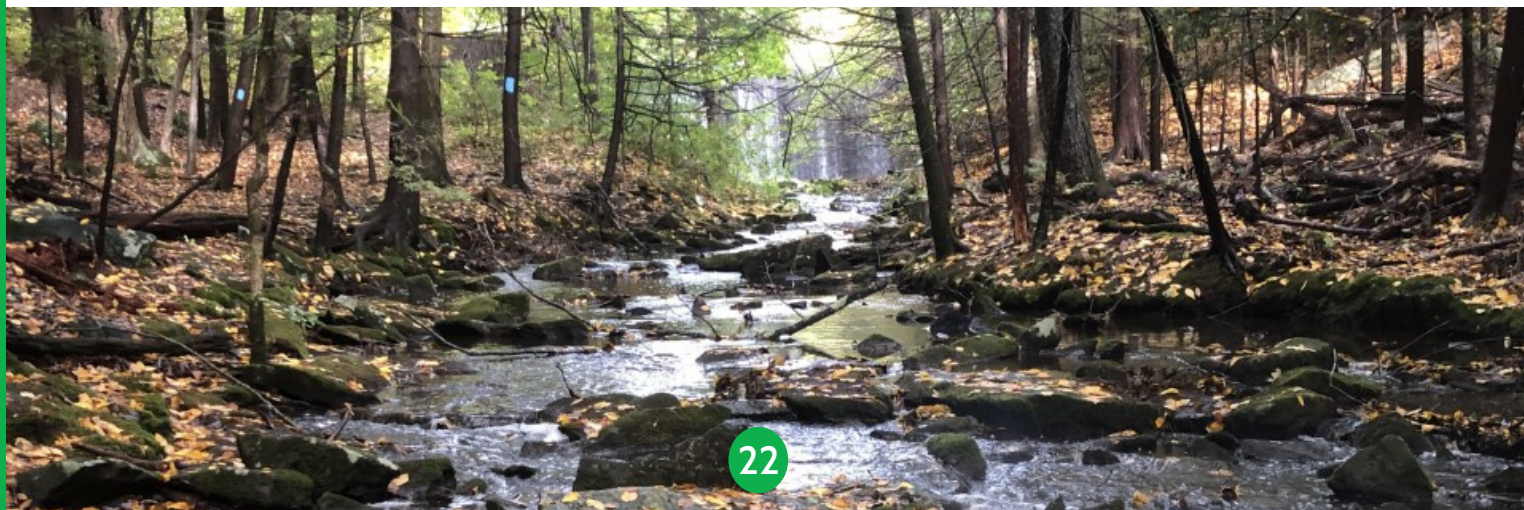
Examine the hydrologic cycle and learn how water shapes our land, modifies climate, and affects ecosystems.

## **WATER LIFE, BIG AND SMALL**

GRADES 3-8 LS1.A, LS4.C

Use a variety of tools, including microscopes and hand lenses, to discover micro and macro-organisms found in local streams and ponds. Discover their adaptations and what makes CT's aquatic habitats special.

**All Field trips can be done as Two Hour Field Trips or combined for an All Day Field Trip experience.**



# OUTREACH PROGRAMS

Let us bring the Nature Center to you with our in-person or virtual outreach programs. These 45-minute programs are perfect for classroom enrichment, afterschool programs, youth groups, assemblies, and more!

## CLASSROOM PROGRAMS

### IT'S NOT JUST DIRT

GRADES K-2 ESS2.C, ESS3.A

What is soil and why is it so important to our survival?

### HOME SWEET HOME: HABITATS

GRADES K-2 ESS3.A, LS2.A&B

Find out how local wildlife uses natural resources to meet survival needs.

### CONNECTICUT ROCKS!

GRADES 2-8 ESS1.C, ESS2.B&C

Every rock tells a story. Connecticut's rocks can tell us how Connecticut's landforms came to be.

### ANIMALS ON THE MOVE

GRADES K-2 LS1.A, LS2.A

All living things move, but they all move in different ways. Find out about fins, wings, and animal movements!

### SURVIVAL: PLANTS & ANIMALS

GRADES K-8 LS4.B/C

How do plants and animals survive in various habitats?

### NATIVE AMERICANS OF THE EASTERN WOODLANDS

GRADES K-8 LS4.D

Discover how Native Americans relied on their natural environment for all their survival needs including shelter, clothing, and food.

### ANIMAL & PLANT LIFECYCLES

GRADES K-8 LS1.B, LS3.A&B

Plants and animals have unique and diverse life cycles. Choose our general life cycle program or a topic from the list below:

- Insects and Their Relatives
- Birds and Butterflies
- Reptiles & Amphibians
- Marvelous Mammals
- From Seed to Seed

### FROM SEED TO SEED

FALL & SPRING ONLY

GRADES K-2 LS1.A&C, LS2.A

Explore how flowering plants change throughout their life cycles in order to survive.

### NATURE'S ENGINEERS

GRADES K-8 ESS2.E, ESS3.A&C

Animal engineers build structures to help them raise their young, survive the winter, store food, or escape predators.

Learn how some animals change their environment and what we can learn from them.

### FOOD CHAINS AND WEBS

GRADES K-8 LS1.C, LS2.A&B

Explore the interrelationships of all living things.

# OUTREACH PROGRAMS

## ANIMAL SUPER SENSES

GRADES K-8 LS1.A&D

Animals have body parts that capture and convey information needed for their growth and survival. How do animals perceive the world? Discover animals' super senses and their odd ones, too!

## ADAPTATIONS

GRADES K-8 LS1.A, LS4.B&C

Choose our general adaptations program or a topic from the list below:

- Flowers, Poisons and Thorns
- Predator and Prey
- Claws, Paws & Jaws
- Going, Going, Gone
- Alien Invaders!
- Species specific programs tailored to your students interests (e.g. reptiles, birds)

## THE AMAZING SOIL FOOD WEB

GRADES 3-8 PS3.D, LS1.C, LS2.A&B

Soil is the connection between the Earth's geology and its biology. Learn how energy cycles through soils and, in turn, through ecosystems.

## SHAPING THE EARTH

GRADES 3-8 ESS2.C&E, ESS3.A, B&C

The Earth is constantly being shaped by a variety of forces - weather, wind, gravity, gradual and catastrophic geological processes, as well as by plants and animals. This program provides an introductory/summary overview of these processes.

## INVISIBLE WORLD

GRADES 3-8 LS1.A

Open your eyes to a world of life too small to be seen without the help of a microscope.

## THE SECRET WORLD OF PLANTS

GRADES 3-8 LS1.A, LS2.A

Plants are not defenseless. Learn the clever strategies that plants use to win, or sometimes lose, in the battle for survival.

## KEEPING WATER CLEAN

GRADES 3-8 ESS3.C

Human activities in agriculture, industry, and everyday life have had major effects on our water resources. Today, individuals and communities are doing things to help protect Earth's resources and environments. This program uses Enviroscape models to demonstrate how to prevent pollution.

## CHANGING LAND, CHANGING WILDLIFE

GRADES 3-8 ESS2.E, ESS3.C, LS2.C, LS4.D

As Connecticut's ecosystems have changed over time, so has the state's wildlife. Learn how natural phenomena and human activities have impacted animal populations.

## OUR WATERY WORLD: EARTH'S WATER CYCLE

GRADES 3-8 ESS2.A&C, PS1.A&B

Examine the hydrologic cycle and learn how water shapes our land, modifies climate and affects ecosystems.

# ASSEMBLY PROGRAMS

Our assembly programs are a great way to reach a large numbers of students to introduce a new topic, enrich current curriculum, or celebrate a learning milestone. All assemblies can be done in person or virtually.

## ANIMAL & PLANT LIFECYCLES

GRADES K-8 LS1.B, LS3.A&B

Plants and animals have unique and diverse life cycles. Choose our general life cycle program or a topic from the list below:

- Insects and Their Relatives
- Birds and Butterflies
- Reptiles & Amphibians
- Marvelous Mammals
- From Seed to Seed

## REPTILES AND AMPHIBIANS

GRADES K-8 LS1.B&D, LS4.A

Reptiles and amphibians have unique adaptations. Which species live in Connecticut? What environmental threats do these species face?

## SNAKES ALIVE!

GRADES K-8 LS1.B&D, LS4.A

Separate fact from fiction and learn to appreciate these fascinating creatures.

## ADAPTATIONS

GRADES K-8 LS1.A, LS4.B&C

Choose our general adaptations program or a topic from the list below:

- Flowers, Poisons and Thorns
- Predator and Prey
- Claws, Paws & Jaws
- Going, Going, Gone
- Alien Invaders!
- Species specific programs tailored to your students interests (e.g. reptiles, birds)

## ENDANGERED SPECIES

GRADES 3-8 LS1.A, LS2.B, LS3.A, LS4.A&C

What is an endangered species? Do they live in Connecticut? Why are they endangered?

## CHANGING LAND, CHANGING WILDLIFE

GRADES 3-8 ESS2.E, ESS3.C, LS2.C, LS4.D

As Connecticut's ecosystems have changed over time, so has the state's wildlife. Learn how natural phenomena and human activities have impacted animal populations.

## CT WILDLIFE DIGEST

GRADES 3-8 LS1.C, LS2.A&B, LS3.B, LS4.A&D

Learn about the diversity of wildlife in our small state and how human activity can impact that diversity.



# EARLY CHILDHOOD PROGRAMS

Our early childhood programs are specifically developed for children ages 3-5 and aligned with the Connecticut Early Learning and Development Standards. Nurture young minds with nature in any of these field trip or outreach programs.

## IT'S ALIVE

SCIENCE, SOCIAL STUDIES, COGNITION

Examine differences between living things and non-living things through hands-on discovery and observation of live plants and animals.

## ALL IN THE FAMILY

SCIENCE, SOCIAL STUDIES, COGNITION

Through an interactive show with live animals, learn how animal families are similar and how they differ.

## FROM SEED TO SEED

SCIENCE, SOCIAL STUDIES, COGNITION

What is a stem, branch, root? What is a seed and what goes on inside it?

## POLLINATION

SCIENCE, SOCIAL STUDIES, COGNITION

What is pollination and who are the pollinators?

## OUR WATERY WORLD

SCIENCE, SOCIAL STUDIES, COGNITION

Water is amazing! Learn about all the fascinating forms it comes in.

## ANIMALS ON THE MOVE

SCIENCE, SOCIAL STUDIES, COGNITION

Living things move in many different ways. Find out about fins, wings, and animal movements!

## LITTLE SPROUTS- CHANGING SEASONS

SCIENCE, SOCIAL STUDIES, COGNITION

How do plants and animals deal with the changing seasons? Choose an individual seasonal program or create a series with all three!

- What's Up with Fall?
- Frozen
- Spring Picnic



# SPECIAL OPPORTUNITIES

What else can Roaring Brook Nature Center bring to your school? The Nature Center team is always happy to work with you to create an experience just for you. Contact the Nature Center at 860-693-0263 or [rbnc@thechildrensmuseumct.org](mailto:rbnc@thechildrensmuseumct.org) for additional information on these programs.

## THE TRAVELING NATURALIST

Have a Roaring Brook naturalist use their expertise to bring the outdoors into your classroom and incorporate the natural areas surrounding your school into your curriculum. The Traveling Naturalist program is completely customizable to your learning goals, location, and budget. We will work to put together a comprehensive place-based package, including in-person or virtual enrichment programming, curriculum development, staff training, and field experiences.

## PROFESSIONAL DEVELOPMENT

Let's face it- Science and outdoor education is not everyone's specialty. However, it is ours! Have a naturalist from the Nature Center visit your school to work with staff to develop and integrate grade-level science curriculum. Visiting naturalists can also show teachers how to best utilize school grounds to complement the lesson plans in the classroom.



# NEXT GENERATION SCIENCE STANDARDS

Programs	Grade	Earth Sciences			Physical Sciences				Life Sciences				Engineering
		ESS1	ESS2	ESS3	PS1	PS2	PS3	PS4	LS1	LS2	LS3	LS4	ETS1
RBNC Field Trips													
It's Alive	K-2								X				
All in the Family	K-2										X		
From Seed to Seed	K-2								X	X			
It's Not Just Dirt	K-2		X	X									
Who's for Dinner?	K-8								X	X			
Home Sweet Home: Habitats	K-2			X						X			
Animals on the Move	K-2								X	X			
Insects and their Relatives	K-2		X						X		X		
Nature's Engineers	K-8		X	X									
Adaptations	K-8								X			X	
Animals & Plant Lifecycles	K-8								X		X		
The Buzz on Pollination	K-3		X						X				
Animal Super Senses	K-8								X				
Changing Land, Changing Wildlife	3-8		X	X						X		X	
Native Americans of the Eastern Woodlands	K-8											X	

# NEXT GENERATION SCIENCE STANDARDS

Programs	Grade	Earth Sciences			Physical Sciences				Life Sciences				Engineering
		ESS1	ESS2	ESS3	PS1	PS2	PS3	PS4	LS1	LS2	LS3	LS4	ETS1
RBNC Field Trips													
Changing Seasons	K-2		X										
The Amazing Soil Food Web	3-8						X		X	X			
Connecticut Rocks!	2-8	X	X										
Keeping Water Clean	3-8			X									
Our Watery World	3-8		X		X								
Bedrock to Stone Walls	3-8		X										
Survival Skills	5-8		X	X									
Water Life, Big and Small	3-8								X			X	
Classroom Outreach													
It's Not Just Dirt	K-2		X	X									
Home Sweet Home: Habitats	K-2			X						X			
Connecticut Rocks!	2-8	X	X										
Animals on the Move	K-2								X	X			
Survival: Plants & Animals	K-8											X	
Native Americans of the Eastern Woodlands	K-8											X	
Animals & Plant Lifecycles	K-8								X		X		
From Seed to Seed	K-2								X	X			

# NEXT GENERATION SCIENCE STANDARDS

Programs	Grade	Earth Sciences			Physical Sciences				Life Sciences				Engineering
		ESS1	ESS2	ESS3	PS1	PS2	PS3	PS4	LS1	LS2	LS3	LS4	ETS1
<b>Classroom Outreach</b>													
Nature's Engineers	K-8		X	X									
Food Chains and Webs	K-8								X	X			
Animal Super Senses	K-8								X				
Adaptations	K-8								X			X	
The Amazing Soil Food Web	3-8						X		X	X			
Shaping the Earth	3-8		X	X									
Invisible World	3-8								X				
The Secret World of Plants	3-8								X	X			
Keeping Water Clean	3-8			X									
Changing Land, Changing Wildlife	3-8		X	X						X		X	
Our Watery World	3-8		X		X								
<b>Assemblies</b>													
Animals & Plant Lifecycles	K-8								X		X		
Reptiles & Amphibians	K-8								X			X	
Snakes Alive!	K-8								X			X	
Adaptations	K-8								X			X	
Endangered Species	3-8								X	X	X	X	
Changing Land, Changing Wildlife	3-8		X	X						X		X	
CT Wildlife Digest	3-8								X	X	X	X	

# THANK YOU!

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We value you and your support as educators in our community. Please reach out if you are aware of community partners who might be interested in supporting our mission. Funding may be available through our **Science Achievement for All** initiative for underserved districts.



[www.thechildrensmuseumct.org](http://www.thechildrensmuseumct.org)