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<td>NGSS ALIGNMENT: RBNC PROGRAMS</td>
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</table>
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
(860) 726-4008
THE TCMG APPROACH

WHERE LEARNING AND FUN CONNECT

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.
# Outreach Programs

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<th>Outreach Programs</th>
<th>Length of Program</th>
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<td>Virtual Family STEAM Night</td>
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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

<table>
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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.

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.

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.

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.

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.

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

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

FOOD WEBS
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.

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<th>Program Type</th>
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<td>In-Person Assembly</td>
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<td>Virtual Assembly</td>
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<tr>
<td>Virtual Class</td>
<td>30</td>
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</table>

**ANIMAL ADAPTATIONS & HABITATS**
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**
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.
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.

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.

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.

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.

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.

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.
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.

**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.
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**Live Animals**

- Connecticut Wildlife: K-8
- Amazing Amphibians: K-8
- Cold-Blooded Creatures: K-8
- Endangered Species: K-8
- Food Webs: K-8

**Hands-On**

- Weather Wonders: K-1
- Budding Botanists: K-2
- Sound On!: K-5
- Soils and Erosion: 2-4
- Crime Lab: 3-8
- Inventing: 1-8
- Water Cycle: K-8
- Environmental Impact: K-8

The table indicates the grade levels for each program and the specific science standards covered.
<table>
<thead>
<tr>
<th>Programs</th>
<th>Grade</th>
<th>Earth Sciences</th>
<th>Physical Sciences</th>
<th>Life Sciences</th>
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<td>PS1 PS2 PS3 PS4 LS1 LS2 LS3 LS4 ETS1</td>
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### Programs

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### 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. Remember that the Nature Center does not arrange for transportation from your school to the Center.

<table>
<thead>
<tr>
<th>RBNC Field Trips</th>
<th>Length of Program</th>
<th>Minimum Cost</th>
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<td>School Age</td>
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<td>Early Childhood</td>
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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**  
Explore how flowering plants change throughout their life cycles in order to survive.

**IT'S NOT JUST DIRT**  
What is soil, and why is it so important to our survival?

**WHO'S FOR DINNER?**  
Explore the basic concepts of food chains and webs. Learn how energy cycles through Connecticut’s ecosystems.

**HOME SWEET HOME: HABITATS**  
Find out how our local wildlife uses natural resources to meet their survival needs.

**ANIMALS ON THE MOVE**  
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**  
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**  
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
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
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
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 Enviroscape 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
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
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
Examine the hydrologic cycle and learn how water shapes our land, modifies climate, and affects ecosystems.

WATER LIFE, BIG AND SMALL
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
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
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
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
Explore the interrelationships of all living things.
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
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
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
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
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
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
Reptiles and amphibians have unique adaptations. Which species live in Connecticut? What environmental threats do these species face?

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

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

CHANGING LAND, CHANGING WILDLIFE
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
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
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 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.
<table>
<thead>
<tr>
<th>Programs</th>
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