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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.

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.

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.

CLIMATE CHANGE
Location: School  
Presentation Style: Individual Class Visits
Instructional Resources: Projector, live animal ambassador, preserved animals and specimens
Students will be introduced to the main scientific principles of global warming/climate change the causes of this transformations to our planet. By incorporating what we already know about good "green" practices and using new information, students will problem solve ways to help slow down the impacts of global climate change. Students will also learn about animals and plants which are at risk of extinction due to climate change, while also learning about some very interesting animals which actually help to slow down the production of greenhouse gases! Examples will be shown of the many places on Earth which climate change has already had an impact. This class will incorporate live animals and artifacts to support the presentation. Can be done as an assembly.

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.

**EXPLORING THE WEATHER WITH MY SENSES (NYSSLS GRADE K)**

*Location: School  Presentation Style: Individual Class Visits*

*Instructional Resources: Hands-on senses stations, weather data sheets, live animal ambassador*

This program introduces students to the various kinds of weather we have in the Hudson Valley. Through engaging and a hands-on presentation, students will learn what makes weather and how meteorologists measure and record weather conditions. The class will make its way outside and use real meteorology tools to gather weather data, then analyze the data and look for local weather patterns.

**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 ECOSYSTEM**

*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.

**FOREST SYSTEMS (NYSSLS GRADE K)**

*Location: School  Presentation Style: Individual Class Visits*

*Instructional Resources: pictures of plants and animals, soil compaction experiment*

Beginning with an introduction to the forest habitat, students will establish the pattern of what all living things need to survive. They will make observations of living organisms during an interpretive walk, discover what causes positive and negative impacts to the forest, and learn how to reduce their impact on the forest while in the classroom.
INSECTS: INCREDIBLE CREATURES
Location: School  Presentation Style: Individual Class Visits
Instructional Resources: Projector, preserved insect specimens, live animal ambassador, insect guides
Did you know that there are more than a million different kinds of insects on our planet? Through a presentation and hands-on activities, 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.

INSECTS: NATURE’S ARCHITECTS (NYSSLS GRADE K)
Location: School  Presentation Style: Individual Class Visits
Instructional Resources: Projector, insect mounts, live animal ambassador
Students will learn the basic parts of an insect and then make the claim that “Insects can change their environment”. While investigating three insects, students will observe the pattern that animals change the environment to meet their needs and use those insects as evidence to support or refute their claim. The program concludes with a hands-on activity and a live animal ambassador that will be used as more evidence to support the claim made at the beginning of the program.

KEEP IN TOUCH
Location: School  Presentation Style: Individual Class Visits
Instructional Resources: Animal artifacts, live animal ambassador
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.

MODELING PLANT AND ANIMAL SYSTEMS: THE BEAR AND THE BEECHNUT (NYSSLS GRADE K)
Location: School  Presentation Style: Individual Class Visits
Instructional Resources: Animal artifacts, beech nuts, animal artifacts and laminated pictures, live animal ambassador
Using animal and plant artifacts from different habitats, students will draw models of plants and animals getting what they need from the places they live and the system of which they are a part. A live animal ambassador will be brought to the class for students to explore and to demonstrate what part an animal plays in the habitat it lives. This program contains a formative assessment of the models that students will create and provides a follow up assessment that teachers can use.
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.

NOCTURNAL SYSTEMS (NYSSLS GRADE K)
Location: School        Presentation Style: Individual Class Visits
Instructional Resources: Projector, animal artifacts, live animal ambassador
While exploring mixed media, animal artifacts and a live nocturnal mammal, students will determine why some animals are nocturnal and what adaptations they have that make them creatures of the night. Students will then be tasked in arguing what makes humans and nocturnal animals different by creating a comparison of what each animal-type needs to survive and thrive!
**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.
**POND SYSTEMS (NYSSLS GRADE K)**

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

*Instructional Resources: live pond specimens, live animal ambassador, pictures and ID keys*

Students will learn about and explore what lives in a pond, how organisms that live in a pond get what they need, and what makes a pond a system. Students will be get to interact with live pond specimen create interactive pond systems models that demonstrate how plants and animals that live in a pond get what they need.

**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 in 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? (FORMALLY SUPERMARKET BOTANY)**

*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, HOW ANIMALS CHANGE THEIR ENVIRONMENT (NYSSLS GRADE K)**

*Location: School      Presentation Style: Individual Class Visits*

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

Using media, models, and a live animal to gather evidence students will explore and discover how plants and animals can change their environment. A live animal ambassador will be brought for the class to examine and determine what part the animal plays in a system. Students will be able to use evidence to explain how plants and animals change the environment to meet their needs by the end of the program.

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**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.