



These programs are designed to help educators meet some of the Next Generation Science Standards, and the New Jersey Student Learning Standards, and have been developed for students ages 3 and up.

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Apple Cider Making
K-LS1-1, K-ESS3-1, K-ESS2-2, K-2-ETS1-1 2. Bird is the Word
K-LS1-1, K-ESS3- 1, K-ESS3- 3, K-2- ETS1-2 3. Creative Camouflage
K-LS1-1, K-ESS2-2, K-ESS3-1, K-2-ETS1-2 4. Creatures of the Night
K-LS1-1, K-PS3-1 5. Invertebrate Safari
K-LS1- 1, K-ESS2- 2, K-ESS3- 1, K-ESS3- 3, K-2- ETS1-2 6. Maple Sugaring (February-March Only)
K-LS1-1, K-PS3-1, K-2-ETS1-1 7. Seasonal Discovery (Fall/Winter/Spring)
K-LS1-1, K-PS3-1, K-ESS2-2, K-ESS2-1 | <ol style="list-style-type: none"> 8. Sleep, Stay, Run Away
K-LS1- 1, K-ESS2- 2, K-ESS3- 1 9. What is a Tree
K-LS1- 1, K-ESS2- 2, K-ESS3- 1, K-ESS3- 3, K-2- ETS1-2 10. Wonderful Wiggling Worms
K-LS1-1, K-ESS2-2, K-ESS3-1, K-ESS3-3, K-PS3-1 11. A World of Weather
K-PS3- 1, K-PS3- 2, K-ESS2- 1, K-ESS3- 2 12. Cold Blooded Creature Double Feature
K-LS1-1, K-ESS2-2, K-ESS3-1, K-2-ETS1-2 13. Remarkable Raptors
K-LS1- 1, K-ESS3- 1, K-ESS3- 3, K-2- ETS1-1, K-2- ETS1-2 14. The World Beneath Our Feet
K-LS1-1, K-ESS2-2, K-ESS3-1 |
|---|--|

	K-PS2-1	K-PS2-2	K-LS1-1	K-ESS2-2	K-ESS3-1	K-ESS3-3	K-PS3-1	K-PS3-2	K-ESS2-1	K-ESS3-2	K-2-ETS1-1	K-2-ETS1-2	K-2-ETS1-3	Total of Standards Met
Apple Cider Making			X	X	X						X			4
Bird is the Word			X		X	X						X		4
Creative Camouflage			X	X	X							X		4
Creatures of the night			X				X							2
Invertebrate Safari			X	X	X	X						X		5
Maple Sugaring			X				X				X			3
Seasonal Discovery			X	X			X		X					4
Sleep, Stay, Run Away			X	X	X									3
What is a Tree			X	X	X	X						X		5
Wonderful Wiggling Worms			X	X	X	X	X							5
A World of Weather							X	X	X	X				4
Cold Blooded Creature Double Feature			X	X	X							X		4
Remarkable Raptors			X		X	X					X	X		5
The World Beneath Our Feet			X	X	X									3

- K-PS2-1. Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.
- K-PS2-2. Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.
- K-LS1-1. Use observations to describe patterns of what plants and animals (including humans) need to survive.
 - Apple Cider Making
 - Bird is the Word
 - Creative Camouflage
 - Creatures of the night
 - Invertebrate Safari
 - Maple Sugaring

- Seasonal Discovery
 - Sleep, Stay, Run Away
 - What is a Tree
 - Wonderful Wiggling Worms
 - Cold Blooded Creature Double Feature
 - Remarkable Raptors
 - The World Beneath Our Feet
- K-ESS2-2. Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.
 - Apple Cider Making
 - Creative Camouflage
 - Invertebrate Safari
 - Seasonal Discovery
 - Sleep, Stay, Run Away
 - What is a Tree
 - Wonderful Wiggling Worms
 - Cold Blooded Creature Double Feature
 - The World Beneath Our Feet
- K-ESS3-1. Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live.
 - Apple Cider Making
 - Bird is the Word
 - Creative Camouflage
 - Invertebrate Safari
 - Sleep, Stay, Run Away
 - What is a Tree
 - Wonderful Wiggling Worms
 - Cold Blooded Creature Double Feature
 - Remarkable Raptors
 - The World Beneath Our Feet
- K-ESS3-3. Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living thing in the local environment.
 - Bird is the Word
 - Invertebrate Safari
 - Remarkable Raptors
 - What is a Tree
 - Wonderful Wiggling Worms
- K-PS3-1. Make observations to determine the effect of sunlight on Earth’s surface.
 - A World of Weather
 - Wonderful Wiggling Worms
 - Creatures of the night
 - Maple Sugaring
 - Seasonal Discovery
- K-PS3-2. Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.
 - A World of Weather
- K-ESS2-1. Use and share observations of local weather conditions to describe patterns over time.
 - A World of Weather
 - Seasonal Discovery
- K-ESS3-2. Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.
 - A World of Weather
- K-2-ETS1-1. Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.
 - Apple Cider Making
 - Remarkable Raptors
 - Maple Sugaring
- K-2-ETS1-2. Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.
 - Bird is the Word
 - Cold Blooded Creature Double Feature
 - Creative Camouflage
 - Invertebrate Safari
 - Remarkable Raptors
 - What is a Tree
- K-2-ETS1-3. Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.