

To schedule a program or more information, call:

Jason Saltman
(802) 579-3023
www.vermontmuseum.org

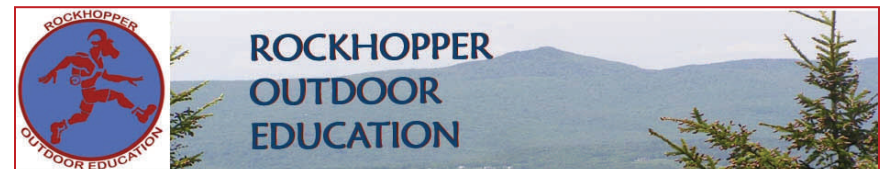
Michael Clough
(802) 368-7203
www.rockhopperoutdoored.com

School Education Programs

(802) 464-0048

www.vermontmuseum.org

7599 VT Route 9
Marlboro, VT 05363



Our environmental education programs are experientially based lessons implementing resources of The Southern Vermont Natural History Museum and Rockhopper Outdoor Education. Our environmental educators' expertise provides groups a hands-on, multidisciplinary learning experience geared towards elementary and middle school students. Incorporating Vermont state standards, we integrate classroom learning with participatory outdoor activities that use the school grounds and many natural and man-made features to promote and enhance environmental literacy, appreciation for the natural world and ultimately stewardship.

These programs focus on exploring environmental perspectives on science as well as cultural history, art, and English in a local context. At-school educational programs are multimedia presentations that integrate live animals and hands-on props. Pre-program teacher packets and post-program packets or assessment scenario questions can also be provided. We also offer field trips to the museum for alternate environmental exploration and instruction, taking advantage of the museum's collection and natural areas.



Program Costs

Individual programs:

1 hour presentations at school	\$110
1 hour program at museum	\$4 per child (minimum \$60)

School year package:

10 one hour programs at your school and/or at the museum	\$1000.00 *
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* Maximum class size 32 students

For schools further than 25 miles from museum, please add an additional 25¢ per mile for travel costs.

TREES AND PLANTS

Trees and Our Environment We take a whirlwind tour of photosynthesis, the water cycle and the carbon cycle. Then we'll examine some field identification techniques and head outside and identify some common trees and plants and relate these to our indoor lesson. Standards addressed: Scientific method 7.1 (a, b, aa, bb); 7.13 The Living World: (a, b, c, aa, bb, cc);

GEOLOGY

Rocks and Minerals We will examine rocks in the school yard and from our museum collection to learn about the three major rock types, their origins, their human uses and how rocks are constantly changing through erosional forces. We will then look at tectonic forces that have and will shape the Earth. 7.1 Scientific method: (a, e, f, dd). 7.3 Theory (a-c, aa, cc); 7.15 The Universe, Earth and the Environment: (a-c, aa-cc)

Soil: It's Not Just Dirt Digging around the school yard and using standard chemical tests, we will look at what elements and organisms make up soil, how plants utilize these to grow and how important healthy soils are to flora, fauna and our own needs.
Standards addressed: 7.1 Inquiry, experimentation and theory: (a-c, aa); Systems 7.11 (a, b, aa); 7.16: Design and Technology: (a-c, aa-cc).

Contact us with questions, for more information, or to customize your program!

WATERSHEDS

What is a Watershed? This program will focus on identifying the qualities and components of a watershed. In addition to defining features, topics such as: groundwater, runoff, how a well works and groundwater pollution will be covered. A watershed modeling activity reinforces the presentation topics and gives students a first-hand look at the mechanics of runoff and key watershed features. Standards addressed: Systems 7.11 (a,aa) Forces and Changes 7.15 (b,bb,bbb,c,cc,ccc)

You and Your Watershed

The school's local watershed will be the setting, students use of that water and the various impacts of the community at large is the main focus of this presentation. USFWS's Project Wet lends activities that graphically illustrate the difficulty in preserving this vital resource. Further discussion of national and global water issues as well as citizen action projects can be added to the program for older groups or as follow up activities.



Standards addressed: Scientific Questioning 7.1a (2.1 a,b,c,d,e) Forces and Changes 7.15 (b,bb,bbb,c,cc,ccc)

Watershed Mapping Using GPS units we will map a stream or other body of water, collect data and use GIS mapping software to analyze data related to stream flow, health, and wildlife habitat suitability and compare it with other water assessments.

Standards addressed: Scientific Method 7.1 (aa, bb, cc, ii); Theory 7.3 (aa); Universe, Earth and Environment 7.15 (b, c, bb); Statistics and Probability Concepts 7.9 (aa, bb).

WILDLIFE

Taxonomy for Kids Using touchable artifacts and live animals, we will compare and contrast some of the major animal groups. Insects, arachnids, fish, amphibians, reptiles, birds and mammals teach us biological terms and give us a face-to-face appreciation for the diversity of nature. How scientists originally organized living things vs.

the genetic classifications used today are contrasted and a unique glimpse into the chaotic and contentious world of binomial nomenclature is presented through an entertaining role-playing exercise.

Standards Addressed: Living World 7.13 (b,bb, bbb, c, cc, ccc, d, dd, ddd)



Wildlife Focus: *Mammals, Birds, Reptiles, Amphibians, Fish or Invertebrates* Teachers choose an in-depth focus of one of the above topics. Using live animals, mounted specimens, activities and multi-media presentation, we explore the defining characteristics of the particular group and discuss some of the historical and current issues affecting them. Threats to wildlife in general, human interaction/use and some of the “superstars” of each Order are highlighted. Outdoor games and activities are recommended!

Standards Addressed: Living World 7.13 (a, aa, aaa, c, cc, ccc)

Adaptation Scavenger Hunt (At the Museum) What does it take to survive? A brief introductory presentation featuring a live animal ambassador sets kids on the hunt for various tools needed for the survival of the many species displayed at the museum. This presentation is an excellent follow-up to our other Wildlife programs and related topics of classroom study.

Standards addressed: Classification of Living Things 7.13 (b,bb, bbb)

NATIVE AMERICANS

Aboriginal Life Computers, grocery stores and cell phones seem essential to our daily survival, but for thousands of years human beings thrived without them. We'll take a hands-on look into the lives of aboriginal people from around the world and compare their lives with ours. We examine the tools and techniques that allowed for their comfortable survival in what colonizing Europeans considered savage lands. Artifacts, indoor and outdoor activities form the core of this engaging program. Games and native stories can easily be incorporated.

Standards Addressed: Cultural Expression 4.3, Continuity and Change 4.5 (a, aa, aaa, b) Historical Connections 6.4 (a, aa, b, d, dd)

All programs are designed to accommodate varied age groups and learning styles!