

Traveling Naturalists bring a world of wonder to you!

Bring hands-on excitement to your classroom! Book a Traveling Naturalist for your school or program! All of our School Programs are aligned with California State Standards. To learn more, please visit www.encenter.org.

SCIENCE... AND MORE!

Pre-K Butterfly Journey Students will transform into a butterfly and go on a journey to discover animal differences. During this live animal storytelling adventure, students will engage their conversational skills, play games to hone their listening skills and learn about the world around them by touching live animals and artifacts.

Kindergarten Fur Real (Science 1a, 2a, 2c, 3c, 4a, 4b, 4d, 4e) On this exciting adventure, students will discover the attributes of mammals and learn about the habitats they come from. Through storytelling, playing games, and touching live animals, students will learn about mammals, and the difference between fictional and realistic traits.

Kindergarten Wonderful Wildlife! (Science 1a, 2a, 2c, 3c, 4a, 4b, 4d, 4e) Students will be guided through a discussion of why plants are important. One student will become a seed and receive water, soil, sunlight and air to grow into a tree. Through fun, hands-on activities, students will learn about the differences between birds, insects, and reptiles.

1st Grade Rad Reptiles (Science 1a, 2a, 2b, 2c, 2d, 2e) Students learn about reptiles of the past and present and how they survive in different ecosystems. The Junior Herpetologists will sharpen their observation and vocabulary skills by learning how to talk like a herpetologist as they earn the opportunity to encounter real reptiles in an exciting game of charades.

1st Grade Survive and Thrive! (Science 2a, 2b, 2e, 2c, 2d, 2e) Students learn that different plants and animals inhabit many kinds of environments and have external features that help them thrive in various places. They participate in a plant skit, and perform experiments with real wings to learn how birds fly. Students see and touch mammal skulls, horns, antlers, claws and hooves—and a live snake—to learn more about adaptations.

2nd Grade Wildlife Ways (Science 2a, 2b, 2e, 2f, 3e) Students “become” animals and learn how they grow and reproduce. They play games to learn that animals produce offspring of their own kind and learn that while some animals resemble their parents, others go through metamorphosis. After playing games to test their knowledge, students will meet and touch two live animals!

2nd Grade Insect Investigators (Science 2a, 2b, 2c, 2d, 4d, 4g) Students will be immersed in the life cycle of a cricket during this fascinating insect investigation. They will sharpen their observation skills by catching and examining their very own cricket and recording their findings. They will learn about the role of crickets and other insects in the environment, and learn how to see life through the eyes of an insect.



FUR REAL



RAD REPTILES



LEADING LEGENDS



PHYSICS PHUN

3rd Grade Naturally Native (Science 1a, 3, 3a, 3b, 3c, 3d, 3e) Students learn that ecosystems are very much like a game of Jenga: If enough pieces are removed it will eventually collapse. Students will participate in an ecosystem-building activity, learn about a Southern California animal that is endangered due to habitat loss, plant a native plant to help restore this animal’s habitat, and learn about the sun’s important role in plant growth.

3rd Grade Amazing Adaptations (Science 1a, 1d, 3a, 3b, 3c, 3d, 3e) Students learn how leaves use sunlight for food and perform a skit to learn about the roles of plant parts. They will learn that plants and animals have different adaptations to thrive in different habitats. Students will touch specimens and live animals from various native habitats.

3rd & 4th Grade Leading Legends (Social Science 3.2.1, 4.2.1) Students will learn a legend of two indigenous cultures of Orange County and master crafting legends as they dive into the magical world of storytelling. In this hands-on workshop, students will create and share legends based on the six sacred animals. They will design their own symbols, and craft their own talking sticks.

3rd & 4th Grade I’ll Trade You (Social Science 3.2.1, 3.5.1, 3.5.3, 4.2.1) After learning about the daily life of two indigenous cultures of Orange County, students will construct a miniature raft that floats and develop proper negotiating skills in order to acquire all of the resources they need for survival.

4th Grade Unearthing Geology (Science 4a, 4b, 5a, 5b, 5c, 6a, 6c, 6d) Students experience a fun obstacle course during which they build, form and erode land forms to gain points for their team. They learn about earthquakes, plate tectonics, seismographs, the rock cycle and rock classification.

4th Grade Food Chain Fun (Science 2a, 2b, 2c, 3a, 3b, 3c) Students become ecologists and study producers and consumers within the ecosystem. They meet real animals and study skulls to determine if animals are carnivores, omnivores or herbivores and then use that knowledge to play an interdependence game.

5th Grade Magic or Molecules? (Science 1a, 1b, 1d, 1e, 1f, 1g, 1h, 1i, 3c) How do you draw the line between magic and science? Students will participate in several exciting, interactive, hands-on experiments that will help them understand the water cycle, matter, and the periodic table of elements.

5th Grade Water Detectives (Science 3a, 3b, 3c, 3d, 3e, 6a, 6b, 6c, 6d, 6e, 6f, 6g, 6h, 6i) After learning how water travels through the water cycle, the room will be transformed into a water pollution crime scene! Detective groups will analyze clues and information to get to the bottom of who is responsible for the pollution.

5th Grade Planet Power! (Science 2e, 2f, 2g, 3a, 3d, 3e) Students learn that most of Earth’s water is present as salt water in the oceans and that the amount of fresh water is limited. After viewing a watershed map, students discuss water pollution and conservation, and play games to explore some ways in which water is polluted and cleaned. This program requires outdoor space.

6th Grade The Shopping Cycle (Science 5a, 5b, 5c, 5d, 5e, 6a, 6b, 6c) Students will learn about the cycle of life in our natural world, and relate energy transfer to the world of consumerism. They will discover the life cycle of everyday products that are made from renewable and non-renewable resources. In a shopping extravaganza game, students will participate in an investigation to find out what the objects they are “buying” are made from and will discover how finite our resources on earth actually are.

6th Grade Habitat Helpers (Science 5a, 5b, 5d, 5e, 6b) Students learn about the role of plants in the food web. They play an energy pyramid game and discuss renewable and nonrenewable resources and ways that they can be protected and conserved. Due to the use of water in games, this program must be experienced in the schoolyard.

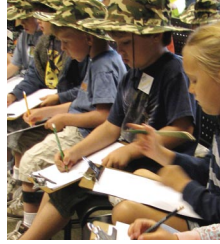
7th Grade Earth Raps (Science 4a, 4b, 4c, 4d, 4e, 4f, 4g; English 1.1, 1.4, 1.5, 1.6, 2.2a-b-c; and Theatre: Connecting and applying what is learned in theatre, film, video, and electronic media to other art forms and subject areas) It’s always easy to remember the lyrics to songs, especially if you wrote them yourself! Through writing their own poems and raps, students will be able to describe the earth’s history as if it were their own. They will also have the opportunity to submit it to the ENC’s annual student art showcase.

8th Grade Physics Phun (Science 2a, 2c, 2d, 2f, 9a, 9b, 9c, 9d, 9e, 9f, 9g) Playing with bottle caps, racing cars and disrupting dinner tables? Some would call it goofing off — but not Sir Isaac Newton! Students will follow in Newton’s footsteps as their classroom is turned into a fun-filled, hands-on physics exploration laboratory.

Bringing a World of Wonder to You!

ART IN NATURE PROGRAMS

Students gain art skills by understanding nature. All materials are provided and all programs are aligned with the California State Standards. Students will have the opportunity to submit their artwork in our annual student art showcase. Programs can be one hour or two hours long.



Kindergarten Creative Creatures (Visual Arts 1.1, 1.2, 1.3 and Science 2a) Students will view and discuss simple patterns found in nature, from leaves to animal skin. They will use their knowledge of patterns to create a picture of a snake, and use different mediums to learn that art can be created using a variety of materials. Students will meet a live snake, feel its texture, and analyze its pattern and lines.

1st Grade 3 Animals, 3 Mediums (Visual Arts 1.1, 1.2, 1.3 and Science 2a, 2d) Students get up close and personal with a rat, a toad, and a snake to examine the different textures that these three representatives of various animal kingdoms have. They will use three different mediums to create patchwork art combining the various textures and colors of these critters.

2nd Grade Forests and Deserts (Visual Arts 1.1, 1.2, 1.3 and Science 2c, 2d) Color wheel comparisons between cool and warm colors help students understand and explore forest and desert ecosystems. Students will meet a desert animal and a forest animal and see how each animal camouflages within its environment. They will learn how to draw and paint one ecosystem.

3rd Grade To the Depths and Beyond (Visual Arts 1.1, 1.2, 1.3, 1.4, 1.5 and Science 3b) Students will learn how to take their art to the next level. The class will choose one native California ecosystem such as the forest, desert, or ocean. They will meet an animal and learn how to draw it in its habitat. Using photographs of the selected ecosystem, students will explore elements of color, rhythm and texture and form a landscape that creates the illusion of space and depth.

4th Grade Contemporary Art and Native Plants (Visual Arts 1.1, 1.2, 1.3, 1.4, 1.5 and Science 3b, 3c) Students will observe and describe contrast and emphasis in works of art and in the environment. They will identify pairs of complementary colors by creating mini native plant art paintings that utilize proportion, line, texture, space, and value.

5th Grade Harmonizing Design (Visual Arts 1.1 and 1.3 and Science 2e, 2f, 2g) Students will learn about various artistic elements and describe similarities and differences in works of art and in the environment. They will analyze two different plants used by native butterflies and create artistic renderings, while they learn about butterfly habitat gardening.

6th Grade Same Animal, Different Mediums (Visual Arts 1.1, 1.2, 1.3, 1.4 and Science 6c) After examining selected works by various artists and dissecting color, shape, form, line, texture, balance, and space, students will get a quick lesson in how to use different art materials. They will split up into teams to draw a live animal using different mediums and various combinations of space.

ADDITIONAL PROGRAMS FOR GRADES 1–8

The following programs are suitable for grades 1 through 8. Discussions and Curriculum Content Standards vary based on grade level.

Animal Adaptations Survival Game Show In this hands-on, interactive demonstration, students become contestants on a game show, answer questions, and earn points toward meeting and touching several animals throughout the program. The game includes drawing, charades, and surprises. Students gain an understanding of various animal adaptations. This program can be taught as an assembly.

Marvelous Mammals In this interactive show, students will learn about all sorts of mammals; from those that will fit in your hand to those bigger than the room itself! They will play a game, touch animals and learn about similarities and differences between humans and animals. A portion of this show is outdoors and involves an animal adaptation re-enactment game.

Raptorology 101 Presentation or Assembly In this exciting program, students see live Birds of Prey up close. As ornithologists, they will compare and contrast the traits and adaptations of hawks, falcons, owls, and other birds of prey. Students will play games and participate in hands-on activities, gaining knowledge that will aid them in playing our “Raptorology 101” game show.

Amazing Arthropods Students will meet lots of creepy, crawly arthropods face to face! They will conquer their fears and learn about arthropod characteristics through hands-on interaction as well as the role these arthropods play in the environment. Through participation in “a day in the life” skit, students will see the world through arthropod eyes. This program can also include the construction of a compost bin for an additional supply fee.

TRAVELING NATURALIST PROGRAM DETAILS

Program Length: 60 minutes (except for Preschool — 45 to 60 minutes)

Minimum Group Size: 20 students (maximum 40 per session)

Fees: \$5.00/student (most programs*)

* *Raptorology 101 presentation:* \$6.00/student

* *Raptorology 101 assembly* (maximum 150 students/assembly): \$385.00; add \$55.00 per additional assembly done on the same day

* *Amazing Arthropods:* add \$50.00 for optional composting project

* *Art programs:* \$6.00/student (one hour) or \$11.00/student (two hours)

Mileage: No mileage fee for schools within 25 miles of the ENC. \$1.00 fee per additional mile over 25 miles (one way).

To book a Traveling Naturalist call (949) 645-8489.

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