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.

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  
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

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- 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
  - Sleep, Stay, Run Away
  - What is a Tree
  - Wonderful Wiggling Worms
  - A World of Weather
  - 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
- Sleep, Stay, Run Away
- What is a Tree
- Wonderful Wiggling Worms
- Cold Blooded Creature Double Feature
- Remarkable Raptors
- The World Beneath Our Feet

K-ESS3-1. 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 things 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
- Creative Camouflage
- Invertebrate Safari
- Remarkable Raptors

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.