Program Information
Let our experienced educators bring the fun of science and nature to your after school program.

Program content and activities are modified for the appropriate grade level group.

Check out our Grade 3-5 specific programs on the reverse side.

Topics: You select a series of topics or let us pick our favorites.

Grade level groupings:
When selecting a multi-grade level group, please limit your group to no more than a three grade span. For example, K-2, grades 3-5, grades 1 & 2. You decide which grade level grouping works best for your after school program.

Programs for or including Kindergarten students are only offered starting in January of the academic year.

Number of students:
Minimum: 7 students/class
Maximum: 14 students/class

Program Fee:
6-week series: $78/student
7-week series: $91/student
8-week series: $104/student

Scheduling:
Carol Kratzman
Lead Teacher-Naturalist
ckratzman@ctaudubon.org
203-787-7440 ext. 504

Connecticut Audubon Society Coastal Center
1 Milford Point Road
Milford, CT 06460
203-878-7440
www.ctaudubon.org

Coastal Center at Milford Point
After School Programs
Grades K—5

Birds of a Feather
We’ll flock together to meet our neighborhood birds, learn to use binoculars, and how to attract birds to our yard. Create a never before seen bird of your own.

Spikes, Spines, and Horns
Explore the variety of animal defenses and design an animal with its own unique protective adaptations.

Hoot, Bellow, Cluck
What made that sound? Is it a duck, a frog, or an owl? Do animals “talk” to each other? What are they saying? Take the “Name That Sound Challenge.”

Spots, Dots, and Stripes
Color can help an animal hide or warn off a predator. Which camouflage pattern is best? Create your own camouflage challenge picture.

What’s on the Menu?
Explore the variety of foods and the ways that animals eat. We’ll examine some skulls to determine: is it predator or prey? Herbivore, omnivore, or carnivore? Create a menu for your favorite animal.

Amazing Mammals
Ever feel a beaver fur? Become a nature detective and learn the patterns and shapes of different mammal tracks.

Migrate, Hibernate or Survive Winter?
Hibernating and catnapping, what’s the difference? Learn the different ways Connecticut’s animals cope with the winter season.

Night Life
Shine some light on the creatures of the night! Learn how bats, owls, and other nocturnal creatures find their way in the dark of night.

Who’s Bugging You?
If it has an exoskeleton, multiple legs, and antennae what could it be? Discover the difference between insects, bugs, and spiders. We’ll make our own climbing “bugs”.

Ocean Oddballs
There are many weird, wacky, and unusual creatures that swim the ocean deep. Can your imagination conjure up creatures this unusual?

Aerial Acrobats
What do ladybugs, dragonflies, falcons, wasps, and bats have in common? They all fly. Let’s figure out which ones are slowpokes, dare devils, and high speed flyers. Create an aerial creature of your own.

Perfect Pollinators
Bees aren’t the only animals that move pollen around. Hummingbirds, butterflies, and even lemurs do the job, too. Explore the different ways pollinating animals help plants.

Fabulous Frogs
Can you hop as far as a frog, catch bugs with your tongue, or talk like a frog? Hint: there’s more to frog vocabulary than “croak, croak, ribbit, ribbit.” Take the Froggy Challenge as we learn about some common frogs of Connecticut. Spring or Fall session only.

There’s Something Crabby Going On!
Who’s hiding under the seaweed? Blending in with the rocks, or tunneling into the marsh? The expert escape artist with a speedy sideways scuttle. Test your skills and find out if you’re a hermit crab, fiddler crab, or blue crab. Spring or Fall session only.
**Program Information**

These programs are specifically designed for students in Grades 3-5.

**MISSION POSSIBLE:**

Dive into maker learning during each session.

Each week we begin with a challenge and then harness our collective brain power to design, refine, and create a solution.

*It's absolutely possible!*

Many of these programs require a room with a sink.

*Check out the Grade K-5 programs on the reverse side.*

**Scheduling:**

Carol Kratzman
Lead Teacher-Naturalist
ckratzman@ctaudubon.org
203-787-7440 ext. 504

**Coastal Center at Milford Point**

**After School Programs**

**Grades 3-5**

**Fantastic Fossils**

It’s all about the fossils! Discover what scientists learn from fossils, explore how fossils are formed, and learn about living fossils. Create a “fossil” of your own.

**It's a Muddy Mess**

Clams, fish, and oysters breathe under water. It’s hard to do when the water’s muddy. Your challenge: engineer a filtration system to clean up a sample of muddy water. *This program requires a room with a sink.*

**Rockin' Rocks**

How many things that we use daily are made from rocks? Can we live without them? Uncover the identity of our 5 mystery rocks using simple scientific tests.

**It's a Watery World**

Where does water travel around our planet? Or does it stay in one place? Play the water cycle game and discover where a water droplet travels. Learn the importance of water for all living things. *This program requires a room with a sink.*

**Sink or Float**

Why do some things sink and others float? It’s Archimedes’ Principle at work! Investigate buoyancy and density. Use this knowledge to build a simple boat and test how much weight it can hold. *This program requires a room with a sink.*

**Density Designs**

Can you layer kitchen ingredients (oil, soap, corn syrup, water, and more) into a bottle without having them mix? Hint: the secret is density! *This program requires a room with a sink.*

**Physics of Flipping (a water bottle)**

Flip a plastic bottle of water and have it land upright? We say it’s absolutely possible. It’s physics at work! Harness the power of physics to master your flipping technique. *This program requires a room with a sink.*

**Long Island Sound in a Jar**

Is there a solution to pollution? There’s been a “pollution spill” and we need your help. We’ll give you the tools, can you clean it up? *This program requires a room with a sink.*

**Optical Illusions**

Make a thaumatrope. Will it fool your eyes and brain into thinking the images are actually moving?

**What Color is Your Marker?** What colors are used to create your black marker? Are all black markers the same? What about all the other colors in the box? Using paper chromatography, we’ll explore the world of color. *This program requires a room with a sink.*

**Can You Hear What I Hear?** Explore the science of sound (vibration, pitch, resonance). Experiment with different materials to make a sound producing cup.

**Animal Architects** What animals build a nest, construct a dam, dig a tunnel? The answers may surprise you. The challenge: construct an animal home without using any tools.

**Plant Power**

Explore plant parts from roots to leaves, learn what makes them grow, and unlock the secret of plant defenses. Design and build a terrarium from recycled materials. *This program requires a room with a sink.*