Kindergarten Programs

Animal Homes (Pre-K)
Explore how animals build their homes and change their environment to meet their needs. Examples will be a beaver dam, bird nest, and ant hill. Standards: NGSS K-ESS2-2

Nocturnal Animals (Pre-K)
Explore the similar characteristics that nocturnal animals have to help them survive. This program includes an echolocation game. Standards: NGSS K-LS1-1 and K-ESS3-1

Animals prepare for winter (Pre-K)
Learn the struggles animals face during winter and how they either adapt, migrate or hibernate. Standards: NGSS K-LS1-1

Animal Signs (Pre-K)
Did you know tracks are animal footprints left behind? This program looks at the signs animals leave in their habitat and how those signs help us to piece together a story. Standards: NGSS K-ESS3-1 and K-2-ETS1-2

Cold Blooded Critters
The body temperature of a cold blooded animal changes based on its environment. We will find the best places for cold blooded critters to warm up or cool down based on sunlight's effect of different surfaces. Standards: K-PS3-1

Reduce Reuse Recycle
We will investigate the following questions: Where does your trash go after it is thrown away? What will happen if we continue to throw trash in landfills? How does our waste affect the world around us? What can you do to reduce how much trash you produce? Standards: NGSS ESS3-3

What's Wild (Pre-K)
Learn the difference between wildlife and domesticated animals and how all living things need food, water, shelter, and space to live and thrive. We will investigate a dog verses a squirrel with an interactive story. Standards: NGSS K-LS1-1 and K-ESS3-1

Worms (Pre-K)
Meet 'wormy' and learn about why he is so good for the soil. Then meet his friends and watch them wiggle and squirm. Standards: NGGS K-LS1-1