

GRADES 6-8 PROGRAMS

Renewable Energy

October 19 through April 1

3 hours, including time for lunch or

1 hour at your school (classroom-sized groups)

Student teams create their own wind turbines, investigate solar panels using the scientific method and explore five renewable and five non-renewable energy sources. They examine a solar array and wind turbine to discover how electricity is generated for the national grid. Finally, they will learn that most energy comes from the sun. A science kit is available to help you prepare your students for this lesson. This program is also available for grade 5.



Quilts!

February 12 through March 24

2 to 3 hours, including time for lunch

Tour hundreds of quilts from around the country and discover the stories they tell. Explore the art of quilt patterns with a scavenger hunt and create your own patterns with a personal story. Program available for all grade levels.

To register, call 440-256-2122.

Cleveland Rocks

2 hours • fall, spring

For grades 3 & 4, see Cleveland Soils on page 14

Explore the rock ledges and discover signs of the glaciation, erosion and quarrying activities that shaped the area. Test minerals to discover their properties. Enjoy breathtaking views of Lake Erie and ancient beach ridges. Come to a better understanding of climate, habitat and soil. Program available for grades 4-8.



Going, Going, Gone

1.5 hours

Let's investigate the timeline of Ohio's endangered and extirpated species. What species used to roam Ohio? What wildlife species are in jeopardy today? Students will gather evidence about habitat loss, introduced predators, over-hunting, pesticides and other causes of specific decline. With touch furs from bygone species and a visit with a live endangered animal, students will learn how they can protect the future of Ohio's wildlife.



To register, call 440-358-7275.

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Advanced Linking Up

1 hour

Take on the challenge of becoming a field biologist for a day. Get introduced to dichotomous key use and biomass calculation while dissecting an owl pellet. Use scientific analysis to determine the prey composition of an owl's diet. Construct a food web using practices learned in the program (add \$1 per student for owl pellets. One owl pellet per three students).



Keep on Trackin'

1 hour

Animal tracks tell stories that can be read—if you know how to interpret the clues. Identify animal signs including footprints, scat, nests, food remains and more as you learn to see the whole picture. Hone your tracking skills too!



Plate Tectonics

2 hours • fall, winter, spring

A density flow model will lead to observation of plate motion and ocean floor spreading. Hands-on small group activities will demonstrate convection currents and the various plate boundaries. The plate tectonics cylinder in the StarLab portable planetarium will reveal a worldwide view of the plate boundaries and designate areas of volcano and earthquake activity. Designed to introduce/reinforce grade 8 Earth and Space Science Standards.



Lewis & Clark Exploring

(See page 14 for program description)

Alien Invaders

(See page 13 for program description)

To register, call 440-358-7275.

“Survivor” Challenge

1 hour

Your group will be divided into separate tribes and asked to compete against each other in mental and physical challenges. Teamwork and leadership skills will be put to the test to determine which tribe is the ultimate “Survivor.” The exact challenges will vary with each location, season and group.



Disc Golf

1 hour

Enjoy a new way to play golf. Students learn everything about disc golf, including the history of the game, how to throw a disc and even the terminology of the sport. The rules are similar to regular golf, but instead of using clubs, students will use a flying disc or Frisbee and aim for a basket instead of a hole. We provide the discs, baskets and parks. Get outside, enjoy nature and play the sport of the FUTURE!



GPS Safari

1 hour

An entertaining adventure game for Global Positioning System beginners. Learn to use GPS units to locate coordinates to find caches or prize sites in the woods.



Junior Golf Adventure

1 hour

One, two, three, fore! Come join us for a round of fun as we bring the experience of teeing off to your facility. We provide mats, clubs, tees and wiffle golf balls. This adventure will give your group the experience of putting, driving, chipping and keeping score (accurately).



Capture the Flag

1 hour

Collect points and flags as you negotiate the Capture the Flag course, always staying one step ahead of the other team.