

WEDNESDAY

12/14/2016

Below is a brief description of programs I can request from Laura Baker, Outreach and Education Coordinator.

### Hands-On Time With The Terrapins

Recommended Age: Grades 3 and above

Curriculum Topics Covered:

Math:

Grade 3: 3.A.1.d., 3.B.1.a.c., 4.A.1.b.

Grade 4: 3.A.1.a.b., 3.B.1.a.

Grade 5: 3.A.1.a., 3.B.1.a.

Grade 6: 3.B.1.a.

Length: 30 minutes

Required equipment: Running Water for Handwashing

We bring diamondback terrapins to your classroom for this activity. Students are divided up into small groups to allow time for one-on-one handling of the turtles.

Proper technique and safety precautions for handling reptiles.

- Learn to read notch codes and use a table to identify each turtle.
- Use scales and calipers to weigh and measure the terrapins and record the data in this STEM-based activity!
- Learn how real scientists collect data, make observations, and follow the rest of scientific method.

Design a Diamondback Recommended Age: Grade K-2

Curriculum Topics Covered:

Reading/Language Arts:

Grade K: 1.D.2., 2.A.1.b., 6.A.1.a., 6.A.2.C.e., 7.A.1.a., 7.A.2.a.b.

Grade 1: 1.D.2., 2.A.1.a., 6.A.1., 6.A.2.a.

Grade 2: 1.D.1., 6.A.1.

Science Grade

K: 1.D.1.c., 1.D.2.c., 3.A.1.

Grade 1: 1.D.1.c., 1.D.2.c., 3.A.1., 6.B.1.

Grade 2: 1.D.1.c., 1.D.2.c., 6.B.1.

Length: 30 minutes

In this popular activity students learn about turtle adaptations as they "design" a diamondback terrapin using a volunteer as a life-sized model. The entire class is involved as students read aloud adaptations from flashcards to build the terrapin piece by piece.

Students will explore:

- Characteristics of turtles vs. other animals.
- Adaptations of turtles in general.
- Adaptations of diamondback terrapins.

Terrapin Travels

Recommended Age: Grades 3-5

Curriculum Topics Covered:

Science:

Grade 4: 3.F.

Grade 5: 6.B.1., 6.B.2.a.b.

Length: 30 minutes

Requires a large playing field (gym or playground)

Terrapin Travels is a life-sized board game that challenges students to survive as a diamondback terrapin. Students roll the die and travel block to block as they face challenges such as predation, habitat loss, and inclement weather.