# High Touch High Tech®

**Science Experiences That Come To You™**

## New NGSS compatible programs

### Plant My Food

**K-LS1 From Molecules to Organisms: Structures and Processes**
See plants absorb water from their roots and turn carnations blue. See how plants use water, carbon dioxide and sunlight to make their own food. See how we are all dependent on plants one way or another.

### Surf the Waves

**1-PS4 Waves and their Applications in Technologies for Information Transfer**
Sound and vibrations are inter-related. Use tuning forks to make waves and vibrations. Understand how we need light to see an object. Experiment with how light behaves when it hits objects/surfaces that are opaque, translucent, transparent or reflective. Make your own musical instrument.

### The Force is With You

**K-PS2 Motion and Stability: Forces and Interactions**
Use toys to understand how pushes and pulls are needed to make things move or change directions. Observe how objects in motion provide a force that moves other objects. Experiment with colliding cars. Use magnets to move objects.

### Our Changing Earth

**2-ESS1 Earth's Place in the Universe**
Experiment with fast changes to the earth such as volcanoes and earthquakes. Understand how the rock cycle, mountain formation and erosion happen over a much longer time span. See how plants and manmade materials affect erosion.

### It's a Sunny Day

**K-PS3 Energy**
Use Ice to measure how hot something is. Experiment with how the sun warms different surfaces. Shadows are not only cool but also provide a lot of other information. Build a sundial that uses the movement of shadows to tell time.

### $H_2O$ to Go

**2-ESS2 Earth's Systems**
Wind and water can change the shape of the land. Find out how wind gets made and feel how strong it can be. See how water moves around the world and changes between solid, liquid and gas. Make a cloud. Figure out different ways to protect against wind and water.

### Zoom to the Moon

**1-ESS1 Earth's Place in the Universe**
Learn all about the moon and the phases we see. Experiment with Earth's orbit around the sun and how it causes the seasons. Engineer a sundial that uses the sun's movement to tell time.

### Primarily Plants

**2-LS2 Ecosystems: Interactions, Energy, and Dynamics**
See roots absorb water and see how water moves through the plant by turning carnations blue. See how it uses water and sunlight to produce carbon dioxide and food. Experiment with different seeds and grow one into your own plant.

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## My Home

**2-LS4 Biological Evolution: Unity and Diversity**
Identify different habitats and explore the diversity of plants and animals. Become a super insect by combining diverse strengths. Learn the many ways animals adapt. Build an animal adapted to a specific habitat.

## Newton's Day at the Park

**3-PS2 Motion and Stability: Forces and Interactions**
Experiment with the effect of multiple forces on an object. See how gravity affects motion. Build a pendulum and predict its movement. Learn how magnetic forces can also affect motion and solve an engineering problem with magnets.

## Things That Matter

**2-PS1 Matter and Its Interactions**
Get a hands-on look at the properties of matter and solids, liquids and gases. See how different properties can determine the use of any matter. Use Legos to build different things from the same pieces. Learn how temperature changes matter and how some changes are permanent.

## Engineering Energy

**4-ESS3 Earth and Human Activity**
Get a hands-on look at how we get energy from different natural resources. Use solar power. Make a working windmill and water wheel.

## We Are Family

**3-LS2 Ecosystems: Interactions, Energy, and Dynamics**
Forming groups benefits many animals. Pollinate flowers and build a beehive. Build your own ultra violet flower. See why geese fly in formation. Learn how groups provide safety, finding food and raising the young.

## Info Waves

**4-PS4 Waves and their Applications in Technologies for Information Transfer**
Make model waves and understand their behavior affects sound and light. See how waves get reflected into our eyes. See how information is sent via fiber optic cables.

## Survival Magic

**3-LS4 Biological Evolution: Unity and Diversity**
Examine fossils to learn about plants and animals that are extinct. Sort plants and animals by where they live (biomes). See how camouflage and mimicry help survival. Learn how changes to a biome helps some and hurts others.

## Shoot for the Stars

**5-ESS1 Earth's Place in the Universe**
Shed light on night and day. Learn about lunar phases. Get a hands-on look at our orbit. See why the Earth's angle affects the seasons. Make and keep a sundial.

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## Spheres of Influence

**5-ESS2 Earth's Systems**
Discover how the geosphere, biosphere, atmosphere and hydrosphere interact by understanding the water cycle. Follow the water as it freezes, evaporates, and circulates. See how it shapes the Earth and sustains life. Purify water using distillation and filtration.

## It's Energizing

**4-PS3 Energy**
Feel the power of magnets at a distance and use them to make electricity. Discover how to use electricity to make light, and sound. Build circuits using these devices.

## Atoms Matter

**5-PS1 Matter and its Interactions**
Learn how all matter is made of atoms and build a model $H_2O$ molecule. Discover the physical and chemical properties of matter. Use properties to identify substances.

## Grounded by Gravity

**5-PS2 Motion and Stability: Forces and Interactions**
Figure out how gravity works by observing its effect. See how it keeps us glued to the earth. Simulate gravitational forces using magnets. Build fun toys that use gravity

## It Makes Sense

**4-LS1 From Molecules to Organisms: Structures and Processes**
See how sense receptors work with our brain and the nervous system. Change sound to "brain signals". Make a pin-hole camera and a working nervous system to model the brain's response to a stimulus.

## Don't see what you need here?

There's a good chance that we can customize a program for you in a timely manner. All you have to do is ask.

# Elementary In-School Workshop Prices for 2024-2025

**Prices effective September 1, 2024**

| | Price per Student Subject to minimum | Minimum per Class | Minimum per Day | Transport Surcharge per day |
|---|---|---|---|---|
| **Price for school year 2024-2025** | **$13.00** | **$260** | **$360** | **$30** |
| **Discounted Rates** | | | | |
| **Programs booked before October 31, 2024** | **$12.50** | **$250** | **$345** | **$30** |
| **All Programs during : September 1 to October 31, 2024<br>December 9 to 31, 2024** | **$12.00** | **$240** | **$330** | **$30** |
| **4 1hr programs per day (any time of year; same program for all 4 classes; selected programs only; minimum charge for 80 students)** | **$11.50** | **N/A** | **$920** | **$30** |

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