# Tennessee Aquarium Outreach Curriculum Map '22-'23

**Outreach programs** range from 45 min.-1 hr. and can be conducted on aquarium grounds or in your classroom. Each program was designed for the recommended grade levels based on state standards, however several can be modified on request for your grade/age group.
Please feel free to ask questions or further describe what you would like your group to gain from this experience in the form's comment section.

| Program Name | Description | Grade Level | Standards |
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| **GENERAL AUDIENCES** | | | |
| **Animal Enounter** | Participants will observe and interact with 3-4 animal ambassadors while learning about their **amazing adaptations** and native **habitats**. Can only be done for the following groups of organisms: insects, amphibians, reptiles, and marine invertebrates. *Some groups may be mixed depending on availability.* | N/A | --- |
| **Shaping Our Oceans** | Join us as we explore different levels of life within our oceans and our connections with the **Gulf of Mexico**. Participants will discover how we affect our oceans while living hundreds of miles from the coast and will meet some of our **ambassador animals** along the way! | *Can be modified to hit certain standards regarding adaptations and environmental impact.* | **TN:** 4.ESS3.2<br>**GA:** S2F3; S3L2; S7L4<br>**AL:** SCI.5.10.2; SCI.6.15.2; SCI.6.15.3; SCI.6.16.4; SCI.7.6.4 |
| **Speaker Presentation** | Invite Aquarium staff to your classroom or event to allow participants an **opportunity to ask questions**. These presentations are available on the topic of your choice such as conservation and career pathways. This program is based on availability of someone with the appropriate knowledge of requested topic. | N/A | --- |
| **ELEMENTARY** | | | |
| **Alive or Not?** | How do we determine if something is **alive or not**? Participants will interact with **bio-facts and ambassador animals** in search of evidence of feeding, breathing, movement, reaction to the environment, and reproduction to determine if something is alive or not. | K-1st | **TN:** K.LS1.2; 1.ETS1.1<br>**GA:** SKL 1<br>**AL:** SCI.K.3.1-4 |
| **Life Cycles** | Are all seeds distributed the same? Do all animal offspring look like the adults? Participants will explore **multiple life cycles** seen through **plants, insects, and amphibians** and meet some of our young and adult animal ambassadors. | 2nd-3rd | **TN:** 2.L21.3<br>**GA:** S2L1; S3E2<br>**AL:** SCI.3.6.1; SCI.3.6.2; SCI.2.6.2; SCI.3.9.1; SCI.3.8.2 |

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| **Wing It** | Participants will explore the **adaptation of flight**! They will work together to build animals and put those adaptations to the test. | 2nd-4th | **TN:** 3.LS4.1; 4.LS2.5<br>**GA:** S3L1<br>**AL:** SCI.3.7.3-4; SCI.3.11.2 |
| **Name Game** | How do scientists decide what group an animal belongs to and what tools do they use? Participants will use an animal's physical adaptations to **classify** them while utilizing dichotomous keys. Then using thier new knowledge they will identify some of our live animal ambassadors! | 2nd-5th | **TN:** 2.LS1.2<br>**GA:** S5LI<br>**AL:** SCI.3.7.2-3 |
| **Decomposers, Producers, & Consumers, Oh My!** | Who is eating who and why is that important? Participants will play a **food web** game that explores trophic levels and how they can be broken or changed over time. | 3rd-5th | **TN:** 3.LS2.4; 3.LS4.3<br>**GA:** S4L1<br>**AL:** SCI.5.14.1; SCI.5.15.1-3 |
| **Stream Scene** | Dive into your local stream and meet the critters who call it home. Participants will play a game to understand our **environmental impact** on local streams and creeks and what they can do to help. | 3rd-5th | **TN:** 3.LS4.3; 4.LS2.4<br>**GA:** S3L2; S5L4<br>**AL:** SCI.5.10.2 |

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| **MIDDLE** | | | |
| **Owl Discovery** | Participants will learn all about the elusive owl by **dissecting** an owl pellet! They will observe and identify different types of bones to discover the owl's latest meal. | 6th-7th | --- |
| **Decomposers, Producers, & Consumers, Oh My!** | Who is eating who and why is that important? Participants will play a **food web** game that explores trophic levels and how they can be broken or changed over time. | 6th-8th | **TN:** 6.LS2.1; 6.LS2.4; 6LS4.1<br>**GA:** S7L4<br>**AL:** SCI.7.6.1-5 |
| **Name Game** | How do scientists classify animals and what tools do they use? Participants will use an animal's physical adaptations to **classify** them while building a cladogram. Then using thier new knowledge they will identify some of our live animal ambassadors! | 6th-8th | **TN:** 8.LS4.3<br>**GA:** S7L1<br>**AL:** SCI.7.15.2; SCI.7.16.1 |
| **Stream Scene** | Dive into your local stream and meet the critters who call it home. Participants will play a game to understand our **environmental impact** on local streams and creeks and what they can do to help.** | 6th-8th | **TN:** 6.LS2.1; 6.LS2.4; 6.LS4.1<br>**GA:** S6E6<br>**AL:** SCI.6.15.2; SCI.6.16.4-5**;** SCI.7.9.1-2 |
| **HIGHSCHOOL** | | | |
| **Plankton Race** | Participants will experience how **plankton** take part of the largest mass migration by designing and testing their own plankton! Teams will compete to see whose floats the slowest down the water column. | 9-12th | --- |
| **Serve & Protect** | Through a fishing simulation, participants will take part in **"the tragedy of the commons"** and explore how technology, population growth, and sustainable practices impact fish catches and fisheries management. | 9th-12th | --- |
| **Stream Scene** | Dive into your local stream and meet the critters who call it home. Participants will play a game to understand our **environmental impact** on local streams and creeks and what they can do to help. | 9th-12th | --- |