

Camp: Take A Dive



Monday	Tuesday	Wednesday	Thursday	Friday
<p><u>Pet Triops</u> Students will identify the characteristics of triops, which date back to pre-historic times. They will then create a suitable habitat for their new pets.</p>	<p><u>Something Smells Fishy / Fish Prints</u> Students will examine the external anatomy of a fish. Students will utilize a procedure called gyotaku to create a fish print tee shirt.</p>	<p><u>Thirsty/Solar Still</u> Students will investigate the process of changing salt water into fresh water and will create a solar still.</p>	<p><u>Sand Castles</u> Students will examine and experiment with sand. They will utilize various techniques to create sand castles. They will also experiment with hydrophobic sand which doesn't mix with water.</p>	<p><u>Shark Attack</u> Students will investigate characteristics associated with a shark. They will complete a dissection of a dog fish shark.</p>
<p><u>Armed and Peculiar</u> Students will investigate the unique characteristics associated with the squid. They will complete a squid dissection and make a painting with the squid ink.</p>	<p><u>Float Your Boat</u> Students will investigate how shape and displacement of water enable boats to float. They will be challenged to construct a boat and test its seaworthiness.</p>	<p><u>Seashells by the Seashore</u> Science Explorers will identify and examine types of shells and will learn how various animals make shells their home. They will conduct experiments to see how the calcium carbonate in shells reacts to an acid.</p>	<p><u>Swimming Upstream</u> Students will identify the five main types of salmon and their amazing life-cycle characteristics. They will conduct an experiment to simulate how salmon find the rivers where they were born in order to spawn.</p>	<p><u>Fisherman's Challenge</u> Students will investigate several methods of collecting food from the ocean and will learn how different methods of fishing affect marine life. They will play a fisherman's challenge game where they must decide what course of action to take while on a fishing expedition.</p>
<p><u>Dash of Salt</u> Students will investigate the salinity of ocean water and density of various bodies of water. They will create density towers to demonstrate this concept.</p>	<p><u>Weird Wonders of the Sea</u> Students will investigate and learn about several interesting organisms from the sea; starfish, jellyfish, crabs, sponges and electric eels.</p>	<p><u>Fashion a Fish</u> Students will identify parts of a fish and associate them with particular adaptations. They will use this knowledge to create their own species of fish.</p>	<p><u>Surf's Up</u> Students will investigate what creates waves. They will identify the parts of a wave and make a wave bottle.</p>	<p><u>20,000 Leagues Under the Sea w/ Cartesian Diver</u> Students will investigate how a submarine sinks and rises. They will make a model submarine and experiment with making it float and sink.</p>
<p><u>Everybody's Water</u> Students will identify fresh water as a valuable and limited resource and will conduct a classroom demo on nonpoint source pollution and discuss who is responsible for it. They will be challenged to make filters to clean water.</p>	<p><u>Whale Wonders</u> Students will identify whale adaptations. They will complete a blubber lab, conduct an experiment on baleen and toothed whales, and explore the concept of buoyancy.</p>	<p><u>Seaweed for Supper</u> Students will investigate types of and uses for seaweed. They will build a model of giant kelp.</p>	<p><u>Fashion a Fish</u> ...Continued</p>	<p><u>Turn the Tide on Trash</u> Students will identify types of marine pollution and its affects on marine life. They will then re-create an oil spill and try to clean it up.</p>