

Hightouch Hightech Elementary Programs

Note: Any program can be adapted to fit any grade level.

Kindergarten	(science standards are listed below the name of each program)
Let's Make Sense (1a, 4a, 4b, 4d, 4e)	Discover our 5 senses one sense at a time. Learn how our pupils work, depth perception and peripheral vision. Map our tongue and become taste detectives. Use sense of touch in our mystery Feely Bags, have a smelling bee, listen to a fork sing.
Animal Games (2a, 2c)	Learn how animals meet their needs. Discover adaptation and how it helps animals survive in their habitat. Explore camouflage, and analyze real animal body parts and coverings. Learn about animal shelters and make a bird's nest to keep.
Chemfun (1a, 4a, 4b, 4d, 4e)	Find out how much fun chemistry can be. Learn how to safely identify chemicals, separate colors right before your very eyes with chromatography and use a chemical reaction to turn liquids into solids. Become a biochemist and discover the chemical reactions in our bodies as you make gummy candy.
Nutty Nutrients (2a, 2c)	Get the essentials and become a food archaeologist as we excavate the great food plate. Classify different foods by starches, fruits, veggies and proteins. Have fun as we test for starches, use vitamins as a natural preservatives, make vegetables cry and test for fat.
Get Buggy! (2a, 2c)	Become an Entomologist and get up close and personal with the bug world. Learn the difference between arachnids and insects as you examine real living specimens of each. Learn how insects communicate and see the world the way insects do. Spin a web and make an insect you can eat.
Grade 1	
Smarty Plants (2a, 2b, 2e)	"Trans-plant" yourself into the wonderful world of Botany. Learn how plants absorb nutrients from the soil. Discover the life cycle of plants as you dissect seeds, extract chlorophyll from leaves and grow your own "Hair-cup".
Minor Matters (1a, 1b)	Have a "gas" finding out why "Matter" really matters. Explore the three different types of matter as you use a solid to turn a liquid into a gas. Learn how heat energy changes matter and take home your own "Matter Balls."
Weather or Not (3a, 3b, 3c)	Students become meteorologists and learn all about the different types of weather. Explore the sun's role in weather by creating rising air masses and touching clouds. Use common tools to measure the weather, touch lightning and make your very own wind-sock.
Tis The Season (3a, 3b, 3c)	Discover the reason behind the seasons. Students learn about the relationship between earth's tilt, the sun and all four seasons. Experiment with evaporation and learn how different seasons create different shadows. Capture a shadow on paper that never disappears.
Sea Ya Later (2b, 2c, 2d)	Discover the roll of producers and consumers in nature as we examine all the players in the Food Web on land and our seas. We'll also learn about different habitats and how animals and plants have adaptations to help them survive. Touch a real stingray/shark and make an ocean habitat to keep.
Grade 2	
Magnet Makers (1f)	Discover the properties of magnetism and have FUN as we uncover all the "attractive" facts. Learn how magnets attract and repel other magnets, move metals without touching them, work through any type of matter and can come in any size, shape or form.
Fossil Fun (3b, 3c, 3d, 3e)	Become a paleontologist as you learn how fossils form. Examine and classify real fossils and go on your own site excavation for real fossils you get to keep. Prepare to get down and dirty as we examine different soils and learn the gritty facts about dirt.
Finally Fun Machines (1a, 1b, 1c, 1d, 1e)	Finally, a hands-on and FUN program on machines. Explore force and motion as we measure distance and speed using cars and the "gravi-ramps." Learn about the 6 simple machines using the "Facilitator", our cool multi-personality compound machine.
Sounds Like Fun (1g)	Discover what sounds actually are. Make a sound wave you can see and control. Learn about how we are able to hear and the main parts of our inner ear as we build our very own ear drum. Test your hearing as you try to identify different sounds made by objects you can't see.

Dig It (3a, 3b)	Become a geologist for a day! Learn about the layers of the earth and the formations of igneous, metamorphic and sedimentary rock. Then, go back in time to the age of the prospectors and go on your own gold dig. Learn how to classify all the gemstones you find, and then take them home.
Cycle Babble (2a, 2b, 2c, 2d, 2e, 2f)	Explore animal and plant life cycles. Learn about the various parts and functions of plants and grow a plant in a greenhouse you make. Experiment with the life cycles of various animals like frogs and insects with our life cycle challenge and learn the difference between complete and incomplete metamorphosis.
Grade 3	
Energize Me (1a, 1b, 1c, 1d)	What does a banana, battery, light bulb, extension cord, solar cell, fan and match all have in common? Find out as you explore Newton's Law on Conservation of Energy. Explore potential & kinetic energy while making your own "energy-spools."
Cosmic Capers (4a, 4b, 4c, 4d, 4e)	Travel through space as we explore our solar system and all the objects that orbit around our sun. Make a glow-in-the-dark constellation, analyze the phases of the moon and have fun creating your own asteroid to keep.
Matter Matters (1e, 1f, 1g, 1h, 1i)	Students explore mass, volume and density as they experiment with all three states of matter. Learn how thermal energy transforms matter from one state to another. Uncover the difference between physical and chemical changes and make a bouncy polymer to keep.
Power of Light (1a, 2a, 2b, 2c, 2d)	Uncover the mysteries behind light. Discover what ROY G BIV is and it's place in the electromagnetic spectrum. Explore the amazing properties of light as you refract light with your own water magnifier. Find out what materials light can and can't go through and become a UV light detective in the process.
Survive and Thrive (3a, 3b, 3c, 3d)	Explore the world of physical and behavioral adaptations. Experience first hand the protection blubber, feathers, fur and a hard shell can provide. Test your skills in our bird beak survival challenge. Learn survival techniques from plants like the Saguaro cactus as you make a desert habitat.
CheMystery (1e, 1f, 1g, 1h, 1i)	Whose turn is it to set the table, the Periodic Table that is. Explore the world of atoms and molecules and learn how to read the periodic table of elements. Learn the difference between mixtures, solutions and saturated solutions. Discover the properties of sodium chloride and then use electricity to separate salt into it's basic elements, and live to tell the tale.
Grade 4	
Edison's Workshop (1a, 1e, 1g)	An electrifying program! Learn what electricity actually is and the difference between static and current electricity. Along the way, build a series/ parallel circuit, experiment with conductors and insulators, and take home a Static Electricity Flyer.
Mineral Mayhem (4a, 4b)	Students become geologists and examine and classify minerals like Feldspar, Mica, Gypsum and more according to their luster, hardness, cleavage, streak, and transparency. Explore the formation of igneous rock. Make sedimentary rock you can eat.
The Chain Gang (2a, 2b, 2c)	Join the chain gang, the food chain that is. Explore the five laws of nature that apply to the world's ecosystems and examine the relationship between producers, consumers and decomposers in a food web. Have fun as we learn about predator/prey relationships and dissect real owl pellets.
Magnet Makers (1b, 1c, 1f)	All about magnets and magnetism. Learn how magnets work, the benefits of a planetary magnetic field and how to make a magnet using an electric current. Experience "Lenz's Law", Build a compass and an electro magnet and experiment with different types of magnets both natural and man made.
Earthscapades (5a, 5b, 5c)	The earth's surface is constantly being reshaped by slow and rapid natural processes like weathering and erosion. Experiment with water and chemical erosion, level a wooden structure with an epic earthquake, erupt a volcano and make cave formations. Make oozing "Magma" to keep.
Grade 5	

Meteorology Madness (3a, 3b, 3c, 4a, 4b, 4e)	Become a meteorologist as you explore weather systems, the atmosphere and air pressure with our micro-scale vacuums. Learn about and work with tools weather scientists use to measure and predict the weather. Make your measurable anemometer.
It's Element-ary (1a, 1b, 1c, 1d, 1e, 1g, 1h)	Get ready to set the table, the Periodic Table that is! Explore the particulars of atoms, elements and chemical compounds. Learn how to write chemical formulas, experiment with chemical indicators to determine ph and make your own silly puddy.
The Body Shop (2a, 2b, 2c, 2d)	Have fun as we get physical with the systems of the body. Learn about the digestive, respiratory, circulatory and excretory systems as you examine a human torso (not a real human torso). Experiment with cellular respiration and make a lung you keep. Put on gloves to analyze real hearts, livers etc.
Wonder Water Workshop (3a, 3b, 3c, 3d)	Students explore the water cycle and see evaporation and condensation happen right before their eyes. They'll examine the roll of the water on land and our oceans. They'll learn about various water resources as they build their own aquafier to keep and experiment with water conservation.
What's The Matter (1a, 1b, 1f, 1g,	Dealing with matter has never been more fun. Learn the similarities and differences between solids, liquids and gasses as you mix them to create various chemical reactions. Separate a mixture using a solution, explore sublimation, chemically clean copper oxide and make your own polymer.