

SCHOOL TO SEA

CLASSROOM PROGRAMS

CAN'T GET TO THE COAST?

Salem Sound Coastwatch brings the coast to your classroom with interactive, marine science programs led by our educators



\$200 per classroom session*

Marine science programs last one hour. Best for classrooms with 20-25 students. Maximum of 25 students allowed.

*A mileage fee may apply to locations outside a 20 mile radius.

*custom programs may incur additional planning and material fees

Visit www.salemsound.org (School to Sea page) to request a date.

All programs supported by the Common Core Standards and Next Generation Science Standards.

IN CLASS PROGRAM

	1	2	3	4	5	6	7	8
Erosion and Engineering		•		•				
Marine Science Invaders				•	•	•		
Pollution and Plastics			•	•	•	•	•	•
Ecosystem Challenges					•	•	•	•
Watershed Workshop		•	•	•	•			
Plastics of the Future			•	•	•	•	•	•
Cutsum Marine Science*	•	•	•	•	•	•	•	•



SCHOOL TO SEA CLASSROOM PROGRAMS

Erosion and Engineering Grades 2 and 4

Students become engineers as they explore how water shapes our coasts. Using hands-on models, they design and test strategies to prevent erosion, discovering how science and problem-solving work together.

Content and activities are differentiated for each grade level to align with NGSS standards and support repeat participation.

Key Science Topics: Weathering & Erosion, Earth's Systems, Engineering Design



Marine Science Invaders Grades 4-6 (commonly selected for Grade 6)

Students investigate how nonnative species invade marine ecosystems and the impact they have on local habitats. Through hands-on identification, modeling, and problem-solving, they explore how ecosystems respond to change and what people can do to help.

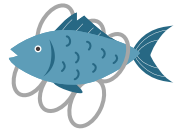
Key Science Topics: Invasive Species, Ecosystem Balance, Human Impacts, Stewardship



Pollution and Plastics Grade 3-8

From ocean gyres to local beaches, students discover how plastic pollution travels and impacts marine life. Through hands-on engineering challenges, they design, build, and test solutions to capture plastics while protecting ocean ecosystems. *Activities are scaffolded: younger students focus on simple design challenges, while older students collect and analyze data to refine solutions.*

Key Science Topics: Plastic Pollution, Human Impacts, Engineering Solutions, Stewardship



Ecosystem Challenges Grades 5-8

Through active, outdoor games, students experience firsthand the challenges animals face in their habitats. From competing for food to avoiding entanglement, they explore how ecosystems stay in balance and how human impacts can tip the scales.

Best suited for outdoor spaces or field trip settings.

Key Science Topics: Ecosystem Interactions, Food Webs, Human Impacts, Adaptations



Watershed Workshop Grades 2-5

In this hands-on workshop, students build and test model watersheds with recycled materials. As they design filters and protective features, they explore how water connects people, land, and ocean.

Key Science Topics: Watersheds, Human Impacts, Engineering Design, Water Systems



Plastics of the Future Grades 3-8

What will replace today's plastics? In this hands-on program, students experiment with creating plant-based bioplastics, then test their strength and flexibility against everyday plastics. Along the way, they consider how science and innovation can shape a more sustainable future.

Key Science Topics: Materials Science, Human Impacts, Innovation, Sustainability



Custom Marine Science Grades 1-8

Looking for something different? We can tailor a marine science program to fit your classroom goals. From ocean food webs to coastal engineering, we'll work with you to design a hands-on experience that meets your students' needs.

Additional materials fees may apply depending on program design.

Key Science Topics: Adaptable — examples include Ecosystems, Human Impacts, Engineering Design, Sustainability