



Environmental Volunteers

Innovative environmental science education that improves student learning

Dear Teacher,

This document is designed to help you select the EV learning stations, or kits, that will best support the science education you are planning in your classroom. Please review this document in preparation for your conversation with our Lead EV who will be organizing your service.

Class Size and Kit Selection

If you have 24 or fewer students you will have 3 learning stations. If you have 25 to 32 students you will have 4 stations. This allows us to keep the group sizes small (8 or fewer).

Kit Packages

The ENR subject area has specific learning stations for each of the 4th and 5th grade to match that particular grade's standards. We will automatically bring the following stations if your class size requires 4 stations. The Lead EV will consult with you if you only need 3 of the stations.

4th Grade: Electricity: It's Uses and Sources

Introduction: Electricity Name Game

Stations: Energy Efficiency, Electricity Generation, Supply and Demand, Advantages and Disadvantages.

5th Grade: Global Climate Change: It's All About Carbon

Introduction: Carbon Cycle

Stations: Human Influence on the Carbon Cycle*, Greenhouse Effect, Carbon Footprint Game, Climate Change Impacts: Snow Pack.

Conclusion: Making a Difference for Climate Change Brainstorm

*The Human Influences kit can often be combined with the introduction if you only need three stations.

**ENVIRONMENTAL VOLUNTEERS LEARNING ACTIVITY
MATRIX FOR ENERGY AND NATURAL RESOURCES**

Title	Grades	Description
Electricity Name Game	4	Students choose a new last name using electricity words and devices as inspiration, and learn that many electronic devices continue to use power when turned off.
Energy Efficiency	4	Students learn that producing unwanted heat, light, or motion makes a device less efficient. They see that energy efficient light bulbs produce less heat than regular light bulbs.
Electricity Generation	4	Students explore how to generate electricity from wind, water, and solar sources.
Electrical Supply and Demand Game	4	Students, acting as a town council, make decisions to develop the town balancing the power requirements with power production.
Electricity Generation: Advantages and Disadvantages	4	Students discuss the advantage and disadvantages of different sources of electrical power.
Introduction to the Carbon Cycle	5	Students build a display that illustrates the basic carbon cycle.
Human Influence on the Carbon Cycle	5	Students play a game that demonstrates the impact of human activity (cars, industry, etc.) on the carbon cycle.
Greenhouse Effect	5	Students play a game that demonstrates the greenhouse effect and how greenhouse gases contribute to global climate change.
Carbon Footprint Game	5	Student discover how the choices we make in how we live changes the impact we have on our environment.
Climate Change Impacts – Snow Pack	5	Students learn how global climate change will impact our lives, specifically how a reduction in snow pack in the Sierras changes the availability of water for the Bay Area.
Making a Difference for Climate Change Brainstorm	5	Students will use what they learn to brainstorm a list of things they can do to make a difference and help curb global climate change.