

PART THREE: ADDITIONAL IDEAS AND RESOURCES

Field Trip Ideas

- *Aquarium*. Most aquariums have special programs to familiarize youth with a wide variety of sea creatures and marine life.
- *Art exhibit or show*. Local art shows develop in youth an appreciation of various art media and expose them to working artists. Youth can talk to artists about their craft and about the business of being a professional artist.
- *Art museum*. Visits to museums are a wonderful way to introduce youth to the world of art. Art education develops young people's self-esteem, appreciation of the work of others, self-expression and critical thinking.
- *Bank*. A field trip to a local bank gives youth the chance to observe various banking processes and banking professionals on the job.
- *Bird watching area*. Parks, wildlife preserves and botanical gardens are excellent locations for spotting new bird species. Visiting such areas raises members' awareness of conservation through bird watching. The local Audubon Society or another environmental organization can provide an expert to act as a guide for the group.
- *Botanical or community garden*. Gardens give youth the chance to observe the color, texture, patterns, scent, structure and shape of various plants and shrubs. Many botanical gardens and arboreta provide special programs and field-trip guides for youth groups.
- *City hall/government center*. A tour of a city, county or state government office helps youth understand the structure and function of local government.
- *Cultural festival*. Youth learn about different cultures through a visit to a cultural festival where they can see and sample cultural arts, foods, dress, language and traditions.
- *Environmental education center*. Environmental education centers are designed to teach visitors about ecosystems, waste and recycling, the effect that humans, cars and industries have on the environment and the importance of conservation efforts.
- *Fire department*. Youth of all ages enjoy seeing the trucks, living quarters, maps and equipment at a fire station. Firefighters also may be willing to give a fire safety talk.
- *Hospital*. Many youth have never seen the inside workings of a hospital and enjoy seeing equipment like an X-ray or MRI machine. Hospitals often give tours for youth and explain the functions of the various departments.

- *Humane society.* Members enjoy visiting an animal shelter and hearing staff members talk about caring for and protecting pets.
- *Newspaper.* A visit to a local newspaper gives members a better understanding of how the news is gathered, produced and delivered. Tours acquaint them with all aspects of the process, including advertising sales, reporting and editing, production, printing and delivery.
- *Planetarium/observatory.* Observatories provide a wealth of opportunities for youth to learn about and explore the field of astronomy.
- *Power plant/water treatment facility.* Local electric, gas or water companies often give tours of the local facilities and can speak to youth about different sources of energy, how it gets to homes, the importance of clear water and tips for conserving water and energy.
- *Recycling center.* Although youth often participate in recycling efforts, they do not always know what happens to the recycled items. Touring a recycling center helps them see the process and gain a better understanding of the importance of recycling.
- *Science center.* Science centers allow visitors to explore, in an interactive way, light, sound, space, biology, physics, weather and the environment.
- *Senior citizen/assisted living center.* Activity directors in senior facilities welcome a chance to have youth visit and can arrange joint activities with residents and members.
- *State park.* State parks can allow youth to explore nature, including rocks, minerals and living creatures such as snakes, turtles, fish, birds, elk or deer.
- *Television station.* Local television stations give members an inside look at where and how the nightly news is broadcast. Youth can visit the anchor desk, try out a video camera and see workers in the control room.
- *Weather center.* Weather centers give visitors a glimpse of how the weather is predicted, including hurricanes, earthquakes, glaciers, watersheds and other natural phenomena.
- *Wildlife refuge/nature area.* Visiting wildlife refuges and nature areas helps teach youth the importance of nature conservation and preservation of the natural world.
- *Zoo.* Most youth have been to a zoo at some point, but a guided visit gives them a better understanding of animals, their history, habits and natural habitat. Most zoos have educational programs for youth groups.

Special Events for the Learning Center

Club members can get involved in planning, arranging, set-up and clean-up for a variety of special Learning Center events. These special events not only reinforce important learning but also provide opportunities for fun, sharing, competition, challenge, camaraderie, awards and recognition. Ideas include:

- Back-to-School Celebration
- Trivia Tournament
- Fitness Fair
- Career Expo
- Math Olympics
- Spelling Tournament
- Cultural Festival
- End-of-School Picnic
- Book Fair
- Anti-Smoking Day
- Theatre in the Round
- Science Fair
- Health Mini-Workshops
- Song Lyric Contest
- Diversity Fair
- Puzzle Triathlon
- Literacy Day
- Art Exhibit
- International Food Day
- Writing Tournament
- Amazing Race
- Travel Fair
- Poetry Slam
- Club News Broadcast
- Health Food Fair
- Holidays Around the World Festival
- Games Triathlon
- Wheel of Fortune
- Make-a-Mural
- Oral History Presentation
- Giant Monopoly
- Hobby Round-Up
- Survivor Island

Additional Resources

Publications for Club Professionals

25 Super Cool Math Board Games (Grades 3-6), Lorraine Hopping Egan, Scholastic Professional Books, 1999.

Best-Ever Vocabulary & Word Study Games (Grades 4-8), Lorraine Hopping Egan, Scholastic Professional Books, 2001.

Children's Word Games and Crossword Puzzles: Ages 7-9, Eugene Maleska, Random House Puzzles and Games, 2003.

Children's Word Games and Crossword Puzzles: Ages 9 and Up, Eugene Maleska, Random House Puzzles and Games, 2003.

The Dell Book of Logic Problems, Dell Mag Editors, Dell, 1996.

The Everything Kids' Crazy Puzzles Book: Wild and Wacky Puzzles To Mix Up the Fun! Jennifer A. Ericsson, Beth L. Blair, Adams Media Corporation, 2005.

The Everything Kids' Math Puzzles Book: Brain Teasers, Games and Activities for Hours of Fun! Meg Clemens, et.al., Adams Media Corporation, 2003.

Grammar Puzzles & Games Kids Can't Resist! (Grades 3-6), Karen Kellaher, Scholastic, 2000.

Great Word Search Puzzles for Kids, Mark Danna, Sterling, 1999.

Outrageous Crossword Puzzle and Word Game Book for Kids, Helene Hovanec and Will Shortz, St. Martin's Griffin, 2002.

Web Sites for Club Professionals

A+ Math. Games and quizzes for basic skills, <http://www.aplusmath.com/>.

AAA Math. Hundreds of pages of math skill drills, arranged by grade level and type of math, <http://www.aaamath.com/>.

Alfy.com. A collection of fun games to drill basic skills with younger children, http://www.alfy.com/brain_train/.

Brain Boosters. An archive of puzzles and skill tests from Discovery.com, <http://school.discovery.com/brainboosters/>.

The Grammar Gorillas. A site offering practice in parts of speech, <http://www.funbrain.com/grammar/index.html>.

Math Archives. A list of math drill sites for practice in basic math skills, <http://archives.math.utk.edu/topics/arithmetric.html>.

Math Baseball. Practice in addition, subtraction, multiplication and division on the baseball diamond, <http://www.funbrain.com/math/index.html>.

teachervision.com. Online games and resources, including homework help, <http://www.teachervision.com/lesson-plans/lesson-5816.html>.

Vocabulary University. Vocabulary and grammar puzzles, <http://www.vocabulary.com/>.

Web Sites for Youth

Animal Resources. Provides an array of information about animals from Sea World and Busch Gardens, www.seaworld.org/.

The Art Zone. Educational site of the National Gallery of Art Kids, www.nga.gov/kids/zone/.

Bartleby.com: Great Books Online. Contains a collection of free fiction and non-fiction books, short stories and poetry anthologies, www.bartleby.com/.

BAM! Body and Mind. Centers for Disease Control and Prevention site on activity, safety, food, nutrition and diseases, www.bam.gov.

Ben's Guide to U.S. Government for Kids. Information on government and lawmaking for youth in grades K-12, <http://bensguide.gpo.gov>.

Eat Smart Play Hard for Kids. Encourages and teaches kids and adults to eat healthy and be physically active every day, www.fns.usda.gov/eatsmartplayhardkids/.

Enchanted Learning. Help pages and activities on science, languages, geography and other topics, www.enchantedlearning.com/Home.html.

Fact Monster. A handful of tools, including a searchable dictionary, word games, an encyclopedia and world maps, www.factmonster.com/.

Funbrain. A handful of educational and entertaining math games and exercises for youth in grades K-12, www.funbrain.com/.

Funology. Plenty of science information, games, trivia and other ideas, www.funology.com/.

History Channel. Offers multimedia experiences and video footage of important historical events, www.history.com/.

Homework High. Homework help for youth ages 6 to 16 years, www.channel4.com/learning/microsites/H/homeworkhigh/.

HomeworkSpot.com. A springboard to hundreds of hand-picked sites on the Web, www.homeworkspot.com/.

HyperHistory Online. World history with interactive lifelines, timelines and maps, www.hyperhistory.com/online_n2/History_n2/a.html.

Jigzone.com. Online jigsaw puzzles in hundreds of shapes and sizes, www.jigzone.com.

Kids' Castle. Introduction to the Smithsonian Museums, www.kidscastle.si.edu/.

Kids' Food CyberClub Home Page. A site for kids and adults to learn about healthy eating, www.kidsfood.org.

Math Central. Mathematical help for youth in grades K-12, <http://mathcentral.uregina.ca/>.

Money Central Station. U.S. Department of the Treasury site on money and investing, www.moneyfactory.gov/kids/start.html

MyPyramid for Kids. U.S. Department of Agriculture site that details the food guide pyramid, www.mypyramid.gov/kids/.

National Geographic Kids. Fun science games and activities from National Geographic, www.nationalgeographic.com/ngkids/.

Think College Early. A U.S. Department of Education site to help youth begin planning for college as early as sixth grade, www.ed.gov/students/prep/college/thinkcollegeearly/edlite-tcehome.html.

Young Investor. Practical information about investing and saving, www.younginvestor.com.

Zoom. Interactive, engaging Web site for kids from Public Broadcasting System, <http://pbskids.org/zoom/index.html>.