

ONSITE FIELD TRIPS

From the World's
#1 STEAM Program



www.challenge-island.com

Our Results Show in Our Awards



**STEAM + Reading =
STREAM!**

Combine the Magic of Challenge Island Programs with the Magic of Reading with our Bestselling Book Series!



Choose from 100's of Standard-Aligned STEAM-Based Field Trips Design to Meet Your Cross-Curricular Goals!

Every Challenge Island onsite field trip intertwines STEAM, PBL, SEL and 21st Century Skills with cross-curricular disciplines including reading, writing, language arts, history, social studies, geography, world cultures and more!

Just a Few of Our 100's of Field Trip "Destinations"



Simple Machine Treehouse

During this groovy 70's themed field trip, students adopt pet rocks then design and build pet rock treehouses using their imaginations and all six types of simple machines.



Pop Art Towers

Part Andy Warhol author study, part structural engineering, part, part full-color creativity, this STEAMy new field trip is destined to be a Challenge Island classic.



Roller Coaster Ridge

STEAM Teams engineer their own thrill rides during this classic Challenge Island experience featuring force and motion, potential and kinetic energy, gravity, centrifugal force and so much more!



Reach Out to Us!

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All of Our Cross-Curricular Field Trips are Common Core, Next Generation Science Standard and State Standard Aligned

Challenge Island Field Trips Aligned with Select Science/STEM Standards

- STEAM Careers** Interior Design Studio, Astronaut Landing, Mechanical Engineer Orange Grove, Pet ER, Marine Biologist Bay
- Animal Habitats and Adaptations** Antarctic Iceberg, African Safari, Jaguar's Claw, Monkey Swings, Anaconda Squeeze
- Natural Disasters** Pompeii Volcano, Earthquake Alley, Hurricane Katrina, Wicked Witch Twist, Avalanche Mountain
- Civil Engineering** City Planner Speedway, Grizzly Bear Campground, Sydney Harbor Bridge, San Francisco Earthquake
- Simple Machines** Mechanical Engineer Orange Grove, Champion Sisters Tennis Court, Pirate's Cove, Simple Machine Treehouse
- Potential/Kinetic Energy** Star Mountain, Pinball Wizard, Runaway Mine Train, Roberto Clemente Field, STEAMio Jump
- Life Science/Ecosystems** African Safari, Antarctic Iceberg, Jaguar Claw, Monkey Swings, Busybee Hive, Marine Biologist Bay
- Gravity** Avalanche Mountain, Minotaur Labyrinth, Anaconda Squeeze, Roller Coaster Ridge, Lunar Landing, Bobsled Slopes
- Chemical and Physical Change** Hot Air Balloon Liftoff, STEAMwatts Academy, Slimetrepreneur Store, Pompeii Volcano
- Color/Sound/Light** Interior Design Studio, Fab Four Submarine, STEAMion Arcade, Fire and Ice Slime, Slime Rainbow
- Forces and Motion** Pizza Place, Tiger Fairway, Quarterback Stadium, Jukebox Spin, Alice's Flamingo Croquet, Bobsled Slopes
- Weather and Climate** Hurricane Katrina, Wicked Witch Twist, Antarctic Iceberg, Children's Blizzard, Avalanche Mountain
- Wind/Water/Buoyancy** Tel Aviv Water Pipeline, Marine Biologist Bay, Poseidon Seas, Tinfoil Falls, Davinci Dive, Pirate's Cove
- Space/Universe** Astronaut Lunar Landing, Rocket Heights, Wonder Galaxy, Mae Jemison's Launchpad, Solar System Stable

Challenge Island Field Trips Aligned with Select Cross-Curricular Standards

- Literature** *Bridge to Sharktooth Island*, *Race Across Anaconda Swamp* (Challenge Island Book Series!), Wonder-ful Galaxy
- Activists, Philanthropists, Role Models** Malala's Schoolhouse, Kobe Court, Roberto Clemente Field, MLK's Dream
- Ancient Civilizations** Pyramid Peak, Pompeii Volcano, Parthenon Party Place, Medusa's Pet Rock Playground, Poseidon Seas
- World Cultures** Tel Aviv Pipeline, Taj Mahal Playground, Kenyan African Safari, Great Wall Ride, Rio De Janeiro Stadium
- Entrepreneurship** Pizza Place, Star Mountain, Sweetrepreneur Candy Shop, Petrepreneur Place, Slimetrepreneur Store
- US History** Gold Rush Mountain, Boston Molasses Disaster, Model-T Assembly Line, Mayflower Harbor, White House
- Black History Month** Mae Jemison's Launchpad, Kobe Court, MLK March, Champion Sisters Racket Club, Mahomes Stadium
- Modern History** Pop Art Towers, Super STEAMio Jump, Aliens Arcade, Pinball Wizard Way, Soda Pop Springs, STEAMwatts Station
- Hispanic Heritage Month** Roberto Clemente's Homerun Derby Field, Rio De Janeiro Stadium, Galapagos Island Hop
- World History** Parisian Eiffel Tower, Titanic Seas, Davinci Dive, Fab Four Submarine, Pyramid Peak, Parthenon Party Place
- Greek Mythology** Artemis Archery Club, Medusa's Pet Rock Playground, Minotaur Labyrinth, Poseidon Seas, Monster Swamp
- Social-Emotional Learning** Malala's Schoolhouse Wonder-ful Galaxy, Roberto Clemente Field, Fab 4 Submarine, Kobe Court

Combine the Magic of Reading with the Magic of Challenge Island Field Trips!



STEAM + Reading = STREAM

"A great STEAM-infused addition to the fiction section of any elementary or middle school library" -School Library Journal

"[This series] provides a useful support for teachers and parents to involve children in STEAM and an engaging context for further STEAM and technological 'design and build' problem-solving." -Primary Science Journal (Association of Science Education)



The newest book in the Challenge Island series takes place in the amazing Amazon Rainforest! During our **Race Across Anaconda Swamp STEAM Field Trip**, your students will divide into STEAM Teams® and work together to tackle the same Rainforest-themed challenges as characters, Daniel, Joy and Kimani do in the book. Students will learn about the rainforest layers and food chain as they engineer a canopy layer monkey playground complete with a zipline to race them across Anaconda Swamp.

Choose the package that works best for you!



Race Across Anaconda Swamp Treasure Chest Package

- 1.5-hour field trip
- Individual book for every child
- Virtual Q and A with the author
- Books for all participating classrooms
- Book for the library
- Book companion activity guides.



Race Across Anaconda Swamp Pineapple Package

- 1.5-hour field trip
- Book for the library
- Book companion activity guides
- Virtual Author Visit for Schoolwide Programs.



Race Across Anaconda Swamp Palm Tree Package

- 1.5-hour field trip
- Books for all participating classrooms
- Book for the library
- Book companion activity guides
- Virtual Author Visit for Schoolwide Programs.

Get a FREE Virtual Author Visit with All Treasure Chest Packages or Any Schoolwide Package!

Our exquisite Treasure Chest Package and all schoolwide field trips come with a personal Q & A with our book series co-author and Challenge Island founder, Sharon Duke Estroff.



***All Packages Are Also Available with ANY of Our 100s of Cross-Curricular STEAM Field Trip Adventures !**



"I CAN!"

Think Like an Engineer

Based on National Next Generation Science Standards



I CAN generate and compare multiple possible solutions to a problem.

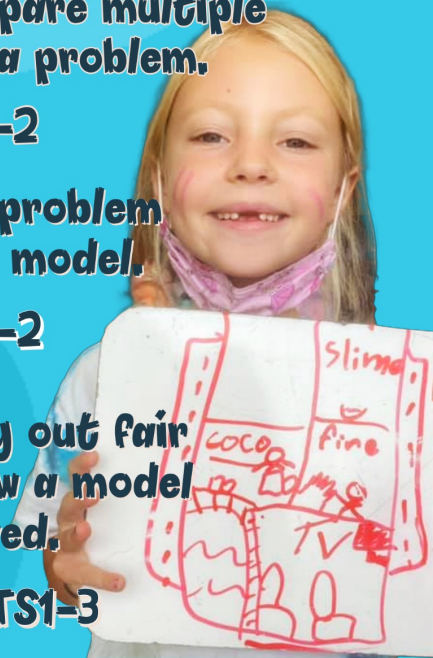
NGSS 3-5-ETS1-2

I CAN plan a solution to a problem by drawing and creating a model.

NGSS K-2-ETS1-2

I CAN plan and carry out fair tests to identify how a model can be improved.

NGSS 3-5-ETS1-3

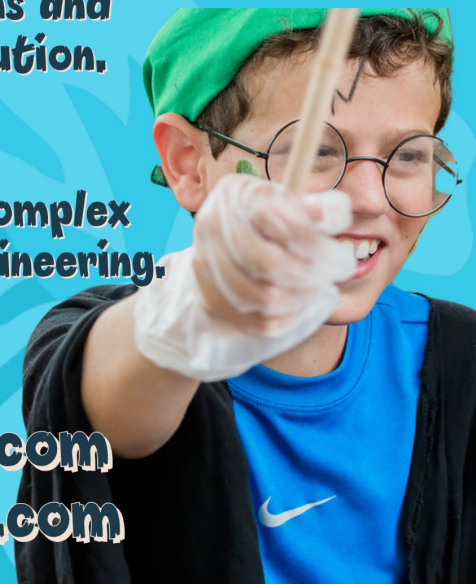


I CAN analyze data from tests among several design solutions and combine them into a new solution.

NGSS MS-ETS1-3

I CAN design a solution to a complex real-world problem through engineering.

NGSS HS-ETS1-2



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