

Lighting the way to a brighter future...



Explore the World with Earth Balloon
Civil Engineering Basics
Fuel the Future Alternative Energy
Kids on the Case Solving Mysteries w/ Forensic Science
Geology Rocks!
Ride on the Case Solving Mysteries w/ Forensic Science
Amusement Park Science
The Magic of Eric Carle Critter Creations



The Learning Lamp's Exciting Programs Now Available To Go!

The Learning Lamp is introducing an enticing menu of programs designed just for schools and community groups. It's a great way to supplement your curriculum with unique, standards-based learning experiences that just aren't available anywhere else. Program content is aligned with Pennsylvania academic standards and can be designed to reinforce what's being taught in the classroom.

The Learning Lamp To Go is available for public and private schools as well as home school, community and scout groups. It's a less expensive alternative to off-site field trips and is totally customizable to your group's needs. Join us for an exciting, affordable learning experience that is sure to spark the imagination and engage your students like never before!

Programs for schools and groups are priced by the hour: \$450 for a full day program (6 instructional hours); \$250 for a half day program (3 instructional hours); or \$90 per hour to construct a program for your school. The fee includes staff and materials for students. Custom programs and field trips are also available.

Call 1-866-785-LAMP today to schedule your daily allowance of learning fun!

Pre-Kindergarten - Grade One

THE MAGIC OF ERIC CARLE: CRITTER CREATIONS — This program is based on Eric Carle's classic story *The Very Hungry Caterpillar*. Children will use Kid K'NEX building sets to create models of crawling critters and investigate exoskeletons, compound eyes and other buggy features. We'll also create a supersized butterfly life cycle puzzle that illustrates how butterflies change and grow. Addresses PDE Academic Standards in Science and Technology; Reading; Speaking and Listening



Grades One - Four

KIDS ON THE CASE: SOLVING MYSTERIES THROUGH FORENSIC SCIENCE

Check out this cool workshop that's all about criminology. Students will act as detectives, trying the tools of the trade, creating mock crime scenes, and ultimately solving a mystery. Students will learn how clues are gathered and analyzed and discover how sketch artists use descriptions to create accurate drawings of suspects. Addresses PDE Academic Standards in Science and Technology; Career Education and Work

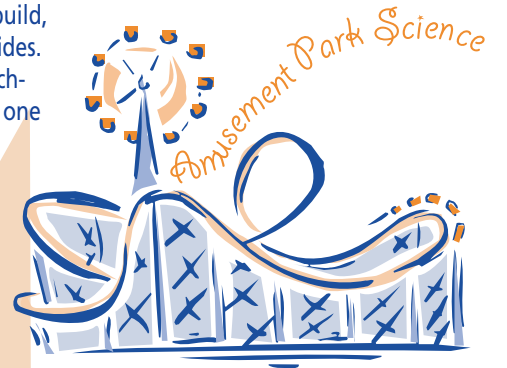
Pre-Kindergarten - Grade Four

KAPLA© KID'STRUCTION — We'll introduce young builders to the world of art and design, science and expression, mathematics and history through hands-on learning. Students will create villages and bridges, monuments and palaces, and even futuristic towers. With KAPLA blocks, the possibilities are endless! Projects can be as simple as stacking or as complex as building the Eiffel Tower. Lessons and activities are customized for each grade level. Addresses PDE Academic Standards in Science and Technology; Mathematics; History; Art



Grades Five - Eight

AMUSEMENT PARK SCIENCE — This workshop provides a variety of opportunities for students to conduct relevant investigations of physics principals within the context of realistic, easy-to-build, and fully-functioning amusement park rides. Choose from boom rides and swing rides. Students will solve real-world problems by applying acquired math, science, and technology skills to create K'NEX structures that are not only fun, but functional. This is one trip to the amusement park that your students won't soon forget! Addresses PDE Academic Standards in Science and Technology; Mathematics



DNA DISCOVERY — What is DNA? Where is it found? What does it do? We'll unravel the mysteries of the genetic code by using K'NEX and KAPLA planks to build a double helix model of DNA. Take an intriguing look at each of our traits and examine how heredity plays a role in who we are. Addresses PDE Academic Standards in Science and Technology; Health, Safety and Physical Education

GEOLOGY ROCKS! — Students will discover that they interact with geology every day! They'll be rock detectives as they investigate local rocks to find out how they're formed and experiment with them to see how they absorb ultraviolet light and literally change color. Addresses PDE Academic Standards in Science and Technology; Environment and Ecology

Grades Kindergarten - Grade Six

EXPLORE THE WORLD with the Earth Balloon — Students will explore the world and their impact on it from inside out with our amazing 30-foot portable globe classroom. The giant sailcloth sphere uses state-of-the-art satellite imagery and can accommodate up to 30 students, who enter the globe through a zippered doorway at the International Date Line in the Pacific Ocean! Lessons and activities are customized for the learning level of each grade. Addresses PDE Academic Standards in Science and Technology; Environment and Ecology; Geography

Grades Kindergarten - Grade Eight

GEOGRAPHY MADE EASY with Giant Floor Map Puzzle

Step onto our giant two-layered map and experience a thrilling adventure through the United States. By using an innovative interdisciplinary approach, students can learn math, reading, science, social studies, and even physical education with a geographic context. When students step onto the map, they become map elements, such as mountains, rivers and plains. With state puzzle pieces, students learn state sizes, shapes, locations, and distances. Your students will never look at maps the same way again! Lessons and activities are customized for each grade level. Addresses PDE Academic Standards in Geography; Mathematics; Reading; Science; Physical Education



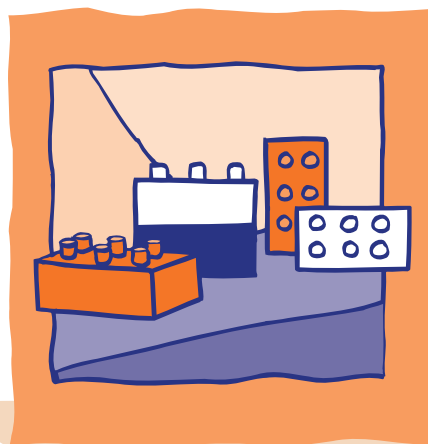
ACADEMY OF ENGINEERING

Our Academy of Engineering workshops are based on curriculum from The Learning Lamp's Pennsylvania Department of Education Selected Regional Summer School of Excellence. Each workshop contains a lesson with real-world applications. Addresses PDE Academic Standards in Science and Technology; History

FUEL THE FUTURE: ALTERNATIVE ENERGY — At a time when the nation is striving to achieve energy independence, your students will experience first-hand the possibilities of alternative energy source by designing and testing a rolling windmill.

FOR GEARHEADS ONLY: MECHANICS OF ENGINEERING — Students will be introduced to the mechanics of engineering—principles they will actually apply while exploring simple machines, wheels and axles, pulleys, gears and universal joints. Students ultimately will build models to spec and learn about the pulley system of a belt-driven car.

BUILDING THE WORLD AROUND US: CIVIL ENGINEERING BASICS — This unique Academy of Engineering workshop will introduce students to the principles of architecture and urban planning using LEGO blocks, K'NEX and KAPLA planks. Students will construct bridges and towers and investigate the impact of earthquakes on structures.



LEGO MANIA! — Students explore science and math through exciting lego-based architecture, communications, engineering, and mathematics projects. Workshops provide a dynamic environment where students design experiments, model, and problem solve. Lessons and activities are customized for each grade level. Addresses PDE Academic Standards in Mathematics; Science and Technology; History; Arts and Humanities

Grade One Workshops

TOOL BOX TRICKS! — Students will develop an understanding of the characteristics and scope of technology while learning that one common kind of tool is the simple machine; they will learn about levers, fulcrum, effort and load as they identify and create a tool.

EVERYTHING ECO! — Students will develop an understanding of the effects of technology on the environment by building a reusable block of bricks and designing and creating a recycling bin.

CLIMB HIGHER and BUILD A BASKET! — Students will develop an understanding of the impact of technology on society as they identify the need for a ladder and construct a model brick ladder and design and create a basket.

CASTLES and SKYSCRAPERS — Students will develop an understanding of the influence of technology on history as they identify and construct a model brick castle and a skyscraper.

Grade Two Workshops

INQUIRING MINDS — Students will develop an understanding of engineering design by using inquiry methods to solve a problem while playing an inquiry game and replicating a simple model based on verbal descriptions.

AMAZING ARCHITECTS — Students will develop an understanding of problem solving by observation and that systems can fail by building a post and lintel structure and learning about observation and by building a strong wall.

BUILDING BRIDGES — Students will develop an understanding of engineering design and apply the design process to build a brick bridge model.

FURNITURE FIXERS — Students will develop an understanding of the maintenance of technology by using the design process to improve a chair design and by building a pair of safety goggles.

Grade Three Workshops

SOLAR SOLUTIONS — Students will develop an understanding of energy and power technologies by building a model in order to conduct a solar power experiment and by building a brick sail sled.

BOATS AFLOAT — Students will develop an understanding of how to apply the design process to technology by modeling a scene of falling bricks and by using the design process to improve a brick raft.

TOY TESTERS — Students will develop abilities to assess the impact of products and systems by measuring and creating a technical drawing of a brick and by designing a toy that cannot be swallowed.

Grade Four Workshops

GRAVITY MACHINE — Students will develop an understanding of energy and power technologies by measuring and creating a gravity-driven machine.

KEEP IT WARM — Students will develop an understanding of energy and power technologies by conducting an experiment with a brick cover acting as insulation and by building a tea cozy.

ASSEMBLY LINE — Students will develop an understanding of manufacturing technologies by building a model while participating in an assembly line and by designing a bed.

MAJOR BUILDERS — Students will develop an understanding of construction technologies by building a house and by making the floor plan of the White House.

Schedule by calling The Learning Lamp at 1-866-785-LAMP or (814) 262-0732.

We Now Offer an Appetizing Menu of Educational Activities **To Go:**

- teachers who visit your school
- flexibility in lesson scheduling
- engaging hands-on programs
- lessons aligned with academic standards
- cross-curricular activities

**Order by Calling
(814) 262-0732 or
866-785-LAMP**



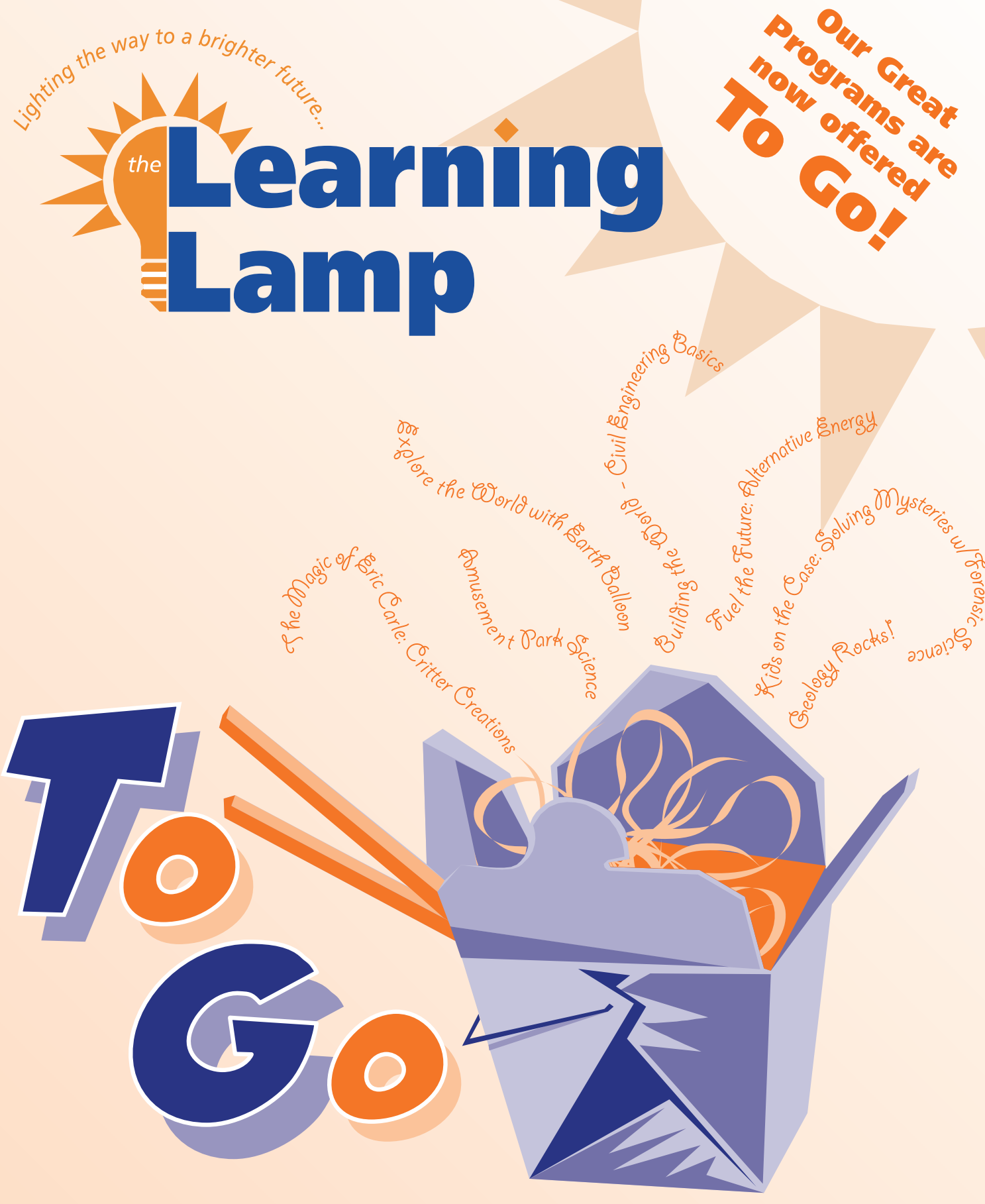
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ORDER UP A FUN WAY TO CHALLENGE YOUR STUDENTS!



*The Learning Lamp is a Pennsylvania Department of Education EAP and SES tutoring provider, approved private alternative education provider and licensed private academic preschool.

For more information, please contact us at (814) 262-0732 or 1-866-785-LAMP

- New To Go classes taught on site at your school or community building
- One-on-one tutoring by PA certified teachers, based on current classroom instruction, with the goal of reinforcing lessons taught during the school day
- School-based small group and individual tutoring and credit recovery
- Enrichment programs aimed at building math, reading and science skills
- Individual and group SAT preparation
- Child care services with the goal of providing high quality care that prepares children for entering school
- Literacy-based preschools
- Grant writing and project consulting for school districts

Our Program Portfolio:

Success in education translates into success in life. **The Learning Lamp** is a non-profit agency that aims to provide all children with an equal opportunity to **succeed in the classroom** by offering supplemental programs. Our programs are affordable and accessible to families of all income levels. We work in partnership with schools, parents, and community-based organizations, so that children benefit from **enrichment and reinforcement** activities that **enhance** classroom learning.

engage... explore!

enlighten!!!

