

## Routine Elementary Assemblies 2022-23

	Type of Program	Name of Program	Name of Company	Description	California Standard
1	Character	<a href="#">The Bully Game</a>	Amazing School Assemblies - John Abrams	<i>The Bully Game</i> is an assembly presented in a game show format designed to prevent bullying, repel peer pressure and improve the overall school experience. Students are contestants and the audience is involved as valuable lessons are presented about preventing bullying.	<u>Health 4.3.</u> Report bullying, harassment, and other dangerous situations
2	Character	<a href="#">The Ned Show</a>	All for KIDZ	Assembly teaches students how to become champions at school by working hard in the classroom and by doing things the best way. It promotes academic achievement and character development by teaching three critical skills that will benefit kids for a lifetime: Never Give Up, Encourage Others, and Do Your Best.	<u>Health 7.1.</u> Manage emotions appropriately in a variety of situations. <u>Health 7.2.</u> Show respect for individual differences.
3	Character	<a href="#">BMX Impact Motivational Assembly</a>	StuntMasters Action Sports Entertainment	The BMX Impact Motivational Assembly focuses on character building, bicycle safety, physical science, drug awareness, positive behavior, goal setting and anti-bullying or friendship. The professional speakers and athletes focus on the Body, The Mind and the X-factor.	<u>Health 1.1.</u> Describe examples of healthy social behaviors (e.g. helping others, being respectful of others, cooperation, consideration) <u>Health 1.2.</u> Identify ways to copy with situations involving alcohol, tobacco, and drug use.
4	Character	<a href="#">Elementary level programs</a>	Camfel Production	Camfel assemblies are large three-screen assemblies that contain vibrant visuals, current popular music, and challenging content designed to spark discussion and motivate students to make healthy life changes.	<u>Health 1.1.</u> Describe examples of healthy social behaviors (i.e. helping others, being respectful of others, cooperation, consideration).
5	Character	<a href="#">Gracie Bullyproof</a>	Gracie Jiu Jitsu	Created by the head instructors of Gracie-Jiu-Jitsu Academy in Torrance, designed to prepare children to confidently deal with bullies in the least amount of time possible, and to defend themselves against larger opponents without causing unnecessary harm.	<u>Health 4.3.</u> Report bullying, harassment, and other dangerous situations. <u>Physical Education 3.</u> Students assess and maintain a level of physical fitness to improve health and performance.

6	Character	<a href="#">Comic Ventriloquist: Various School Shows</a>	Joe Gandelman & Friends	Joe Gandelman's school shows cover a wide range of topics all centered on character education. Each performance features a big cast of characters, interaction with the audience and his famous Learning Through Laughter Technique which seamlessly mixes entertainment, an important character building theme and information together so students laugh, learn and retain.	<u>Health 1.1.</u> Describe examples of healthy social behaviors (i.e. helping others, being respectful of others, cooperation, consideration) <u>Health 1.2.</u> Identify ways to cope with situations involving alcohol, tobacco, and drug use. <u>Health 4.3.</u> Report bullying, harassment, and other dangerous situations.
7	Character	<a href="#">BMX Freestyle Team Stunt Show</a>	BMX Freestyle Team LLC - Robert Castillo	The BMX Stunt Show will entertain and educate students with strong and positive messages that will help students make better choices in situations that can be tough for them to decide on their own. The BMX show includes some unbelievable flatland and high-flying jumps and all bicycle stunts are performed by professional athletes/role models.	<u>Health 1.1.</u> Describe examples of healthy social behaviors (e.g. helping others, being respectful of others, cooperation, consideration.) <u>Physical Education 3.</u> Students assess and maintain a level of physical fitness to improve health and performance.
8	Character	<a href="#">Character Counts</a>	Razzle Bam Boom/Shows that Teach	The Character Show provides a motivating and thought provoking opportunity for students to launch a school-wide campaign to address bullying, manners and conduct. The assembly uses music to engage students and addresses the pillars of character: trustworthiness, respect, responsibility, fairness, caring and citizenship.	<u>Health 1.1.</u> Describe examples of healthy social behaviors (i.e. helping others, being respectful of others, cooperation, consideration).
9	Character	<a href="#">The Power of One</a>	Soren Bennick Productions	The Power of One is a series of skits presented by actors who use boxes, colors, and masks to vividly portray what bullying is, what can be done about it and how every student has the power of one - the power to report and deal with bullying when they see it.	<u>Health 4.3.</u> Report bullying, harassment, and other dangerous situations.
10	Character	<a href="#">Who's Afraid of Big Bad Wolfie?</a>	Stevie Sterling Events	Students will learn nothing is more powerful than their own kindness in this humorous interactive story set in an enchanted forest and told by the author, Stevie Sterling. Students will delight, be entertained, and learn about the ways of bullies, why some kids feel they need to be popular, and the true meaning of power.	<u>Health 4.3.</u> Report bullying, harassment, and other dangerous situations.

11	Character	<a href="#">The Ultimate Human Board Game</a>	Academic Entertainment	In the Ultimate Human Board Game students participate in exciting activities and friendly competition utilizing a life-size game board featuring 16 different activities. All activities are centered on character building, teamwork, sportsmanship and total participation.	<u>Health 1.1.</u> Describe examples of healthy social behaviors (i.e. helping others, being respectful of others, cooperation, consideration).
12	Character	<a href="#">Wheels of Freestyle Motivational Athletic Performance</a>	Wheels of Freestyle, Inc.	This action packed show is designed to teach students about setting goals and overcoming obstacles. Topics to be discussed are being motivated, respecting others, staying drug free, staying in school, following your dreams and never giving up. It features professional athletes/role models that perform incredible stunts.	<u>Health 1.1.</u> Describe examples of healthy social behaviors (e.g. helping others, being respectful of others, cooperation, consideration.)  <u>Physical Education 3.</u> Students assess and maintain a level of physical fitness to improve health and performance.
13	Child Safety	<a href="#">Prepare with Pedro (Grades K-2)</a>	The American Red Cross	<i>Prepare with Pedro</i> is a 30- to 45-minute preparedness education program for grades K-2 that teaches students how to BE PREPARED and TAKE ACTION for either home fires or a local hazard. Prepare with Pedro compliments The Pillowcase Project in scope and mission, by reading a story featuring a penguin named Pedro.	<u>Health: Injury Prevention and Safety 1.1.</u> Describe safety hazards, including those related to fire, water, dangerous objects, being home alone, and using the internet
14	Child Safety	<a href="#">Pillowcase Project (Grades 3-5)</a>	The American Red Cross	<i>The Pillowcase Project</i> is a preparedness education program for grades 3-5 that teaches students about personal and family preparedness and safety skills, local hazards, and basic coping skills. Red Cross volunteers lead students through a “Learn, Practice, Share” framework to engage them in disaster preparedness and survival skills. Upon completion, students receive a sturdy pillowcase in which to build their personal emergency supplies kit.	<u>Health: Injury Prevention and Safety 1.1.</u> Describe safety hazards, including those related to fire, water, dangerous objects, being home alone, and using the internet

15	Child Safety	<a href="#">Kidz Power! and Playing it Safe!</a>	Safely Ever After, Inc.	<p>Safely Ever After, Inc. goes beyond “stranger danger” to teach students vital skills and strategies to keep them safe from sexual abuse, abduction, and internet crime. Presentations provide up-to-date information and prevention education. All performances are age appropriate, non-fearful, and empowering.</p> <p><i>KIDZ POWER!</i> is geared towards K-3 grade students. This program teaches students they are the “boss” of their bodies and that their feelings are important.</p> <p><i>PLAYING IT SAFE!</i> is an interactive program geared at 4-5 grade students. The program focuses on appropriate physical and relationship boundaries, how to define them, and how to safeguard them. Students are instructed on how to trust their instincts and make safe choices as they gain independence.</p>	<p><u>Health: Injury Prevention and Safety 1.1.</u> Describe safety hazards, including those related to fire, water, dangerous objects, being home alone, and using the internet.</p> <p><u>Health: 1.19.</u> Demonstrate escape strategies for cases of inappropriate touching or attempted abduction.</p>
16	Conflict Management	<a href="#">It's Stop Time</a>	Kaiser Permanente Educational Theater	<p>Students will be exposed to the concept that conflicts can have a positive outcome if managed properly. Students will enjoy a performance followed by a workshop where through drum circles activities and journal writing, the 3-steps to managing conflict (Stop, Breathe, Choose) are reinforced and students are encouraged to express their emotions in a positive way.</p>	<p><u>Health 1.3.</u> Explain the benefits of having positive relationships with family and friends.</p> <p><u>Health 7.1.</u> Evaluate effective strategies to cope with fear, stress, anger, loss, and grief in oneself and others.</p>
17	English Language Arts/Character	<a href="#">Core Literature Program and The Anti-Bullying Program</a>	Brock Edwards Magic Extravaganza	<p>The power of magic is used to teach kids In Brock Edwards educational magic shows. In the <i>Core Literature Program</i> comedy, magic, and student participation is combined with core literature to reinforce that reading is fun. Books like Charlotte’s Web will be brought to life through magic tricks. The <i>Anti-Bullying Program</i> teaches students what bullying is and how to avoid it. They learn the difference between teasing and bullying, and what to do if they or a classmate is bullied.</p>	<p><u>English/Language Arts: Reading Literature.</u> Children read and respond to a wide variety of works in children’s literature.</p> <p><u>Health: Injury Prevention and Safety 1.3.</u> Describe the different types of bullying and harassment. 1.4S Examine the effects of bullying and harassment on others.</p>
18	English Language Arts	<a href="#">Balloon Storytelling with Annie Banannie</a>	Annie Banannie	<p>Students will delight as character Annie Banannie makes books come alive through balloon</p>	<p><u>ELA: Reading Literature 1.1.</u></p>

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				storytelling, a mashup of comedy, storytelling and balloon twisting. Students are active participants in the presentations and encouraged to read and write their own stories.	Students identify the basic facts and ideas in what they have read, heard, or viewed. They use comprehension strategies.
19	English Language Arts	<a href="#">Songs &amp; Comedy for Kids and Kin</a>	Dan Crow	Students will participate in a program of songs and stories, each concentrating on a skill in phonics or grammar, with a respect for nature, a sense of humor, and a deep appreciation for the value of friendship and sharing.	<u>ELA: Foundational Skills 1.2.</u> Word analysis fluency, and systematic vocabulary development. Students know about letters, words, and sounds.
20	English Language Arts	<a href="#">Story Creation Zone</a>	Story Pirates Inc.	Students will be amazed at what happens next when the Story Pirates take over. That's because the show they're performing hasn't been written yet! Watch as the Story Pirates take ideas from kids in your school and incorporate them on the spot into a live interactive show. Every performance is a one-of-a-kind experience that validates the imagination of every child in the audience while teaching them the building blocks of storytelling and character creation.	<u>ELA: Reading Literature 1.1.</u> Students identify the basic facts and ideas in what they have read, heard, or viewed. They use comprehension strategies.  <u>ELA: Reading 1.0.</u> Work analysis fluency, and systematic vocabulary development. Students know about letters, words, and sounds.
21	English Language Arts	<a href="#">Jay and E and the ZiqZaq Sea</a>	Kaiser Permanente Educational Theatre	Students will be entertained with a live, theatrical, educational presentation that will capture their imagination and inspire them to read. Key concepts include the way reading can be broken down into letters, sounds and words, creating confidence by confronting fears and viewing reading as an exciting adventure.	<u>ELA: Reading Literature 1.1.</u> Students identify the basic facts and ideas in what they have read, heard, or viewed. They use comprehension strategies.
22	Health	<a href="#">electriKIDS, Inc.</a>	electriKIDS, Inc.	electriKIDS, Inc. is a 501© (3) non-profit organization that presents high-energy and interactive assemblies to promote health and fitness.	<u>Health 5.3.</u> Identify safe ways to increase physical activity.
23	Health	<a href="#">The Rock 'N' Rope Warrior</a>	David Fisher	Students will be exposed to the benefits of aerobic workouts for their heart and overall health benefits. Program includes elements of nutrition, good choices, and friendship. The program is interactive – student volunteers are able to demonstrate jump rope techniques and activities.	<u>Health 5.3.</u> Identify safe ways to increase physical activity.
24	Health	<a href="#">Super Bus Game</a>	Super Game Bus	The Super Game Bus is the world's longest, and largest one of a kind bus, and the world's most original mobile video gaming bus. Students will explore and interact with video gaming systems	<u>Health 7.1.</u> Manage emotions appropriately in a variety of situations.

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		<b>*FOR 5<sup>TH</sup> GRADE END OF YEAR ACTIVITIES ONLY</b>		while improving their interpersonal communication skills.	
25	Health & Wellness Policy	<a href="#">Five-a-day</a>	Academic Entertainment, Inc. - Brian Richards	Assembly teaches about the five different colors of fruits and vegetables and why they are especially important in a balanced diet. Presented with the aid of magic, comedy and audience participation.	<p><u>Health 1.1.</u> Classify various foods into appropriate food groups.</p> <p><u>Health 1.2.</u> Identify the number of servings of food from each food group that a child needs daily.</p>
26	Health & Wellness Policy	<a href="#">Fun, Fit and Physical</a>	Star Education	Ninety minute assembly includes activities, and a mobile science exhibit, and addresses the Wellness policy. Students will test their senses while exploring their inner workings. The Health and Fitness Mobile Exhibit is a hands-on, real-science experience that is engaging and educational.	<p><u>Health 5. Decision Making. 5.1.</u> Use a decision-making process to select healthy foods.</p> <p><u>Health 5.3.</u> Identify safe ways to increase physical activity.</p>
27	History – Social Science	<a href="#">Social Science Discovery Days: Walk Through California, and Walk Through The American Revolution</a>	California Weekly Explorer, Inc.	An interactive presentation, teaching students about the history and geography of California or the American Revolution. The programs bring to life the Social Studies curriculum using role play, vocabulary words, music, and active participation of all students. Students are divided into teams to compete for points by answering questions, memorizing vocabulary words, portraying historical figures and developing creative listening skills. Historical flags, maps and time lines are used in the various programs to help illustrate the stories of the past. Students are encouraged to dress in costume. Teachers receive lesson plans prior to the assemblies.	<p><u>History-Social Science 4.2.</u> Describe the social, political, cultural and economic life and interactions among people in California.</p> <p><u>History-Social Science 5.4.</u> Students understand the political, religious, social, and economic institutions that evolved in the colonial era.</p> <p><u>History-Social Science 5.5.</u> Students explain the causes of the American Revolution.</p>
28	History – Social Science	<a href="#">Mr. Bill Barker as Thomas Jefferson</a>	Colonial Williamsburg Teacher Institute and LACOE	Mr. Bill Barker portrays Thomas Jefferson in a variety of venues and assists in the development of Jefferson programs for the Colonial Williamsburg Foundation.	<u>History-Social Science 5.4.</u> Students understand the political, religious, social, and economic institutions that evolved in the colonial era.
29	History – Social Science	<i>The Theory and History of Flight</i>	Bill Dean	A live presentation and PowerPoint slideshow which explains the basic principles of aviation and the history of its development from the Wright Brothers to today's Joint Services Fighter.	<u>History- Social Science 5.8.</u> Development of transportation systems. How flight has changed our country and relationships with the world.

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30	History – Social Science	<a href="#">Franklin's Colonial Assembly</a>	The International Printing Museum	Students are taken back across time to have a chat with Benjamin Franklin, scientist, inventor, printer and statesman. Dr. Franklin will present the story of his life to students, igniting their minds with the wonders of science and invention. Educational program with historical artifacts and quality graphics.	<a href="#">History-Social Science K.6.</a> Know the triumphs in American legends and historical accounts through the stories of such people as Pocahontas, George Washington, Booker T. Washington, Daniel Boone and Benjamin Franklin.
31	History – Social Science	<a href="#">Journeys to the Past</a>	Segerstrom Center for the Arts - Jacque Nunez	"Journey to the Past" includes a history presentation, Native American dancers and a workshop for students to learn games from the past.	<a href="#">History-Social Science 3.2</a> Students describe the American Indian nations in their local region long ago and in the recent past.
32	History – Social Science	<a href="#">Storytelling in Languages, Lore and History</a>	Segerstrom Center for the Arts - Jim Cogan	Students will listen to powerful and humorous tales of action, adventure and wonder in Mr. Cogan's storytelling. Hundreds of stories, highlighting history, folklore, mythology and personal memory anecdotes will be covered culminating in students participating in a personal recreation of a memorable moment in history.	<a href="#">History-Social Science 2.5.</a> Students understand the importance of individual action and character and explain how heroes from long ago and the recent past have made a difference in others' lives.
33	History – Social Science	<a href="#">Revolutionary Women</a>	Darci Tucker	Students explore the issues and events that led to the American Revolution, women's rights and roles in colonial America, and the many ways ordinary people contributed to the war effort on both sides. They examine daily life in the colonies including servitude and slavery, and conditions during the war. In Revolutionary Women, students get multiple perspectives by meeting and conversing with the different women portrayed.	<a href="#">History-Social Science 5.4.</a> Students understand the political, religious, social, and economic institutions that evolved in the colonial era.  <a href="#">History-Social Science 5.5.</a> Students explain the causes of the American Revolution.
34	Physical Education	<a href="#">TNT Dunk Squad</a>	TNT Dunk Squad	The TNT Dunk Squad assemblies focus on exercise, health and fitness, and emphasize striving for goals, teamwork, and a positive attitude. The assembly combines high flying trampoline aerial stunts w/ spectacular slam dunks and unmatched showmanship.	<a href="#">Physical Education 5.</a> Students demonstrate and utilize knowledge of psychological and sociological concepts, principles, and strategies that apply to the learning and performance of physical activity.
35	Science	<a href="#">Animal Magic</a>	Amazing School Assemblies - John Abrams	A wild adventure with John Abrams' <i>Animal Magic Show</i> is a blend of magic, comedy, music and live exotic pets. Students are involved in a multi-media, audience participation magic show with live animals including chinchillas, doves, tarantulas, tortoises, snakes and more.	<a href="#">Science. Life Science 1.</a> Different types of plants and animals inhabit the earth.
36	Science	<a href="#">Various Interactive Science Assemblies</a>	Achieve Now	Students will become excited to explore the world around them in these 45 minute Interactive assemblies. Each program offers a child-centered	<a href="#">Science. Physical Science 1.</a> Scientific progress is made by asking meaningful questions and

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				Science topic that allows students to see scientific principles in action by the use of everyday objects. Students can then go home and manipulate the experiments.	conducting careful investigations. Students should develop their own questions and perform investigations.
37	Science	<a href="#">Reptile Shows and Presentation</a>	Alpha Reptile	Alpha Reptile Assemblies are science-themed shows designed to amaze and entertain young audiences, invite children to discover the world around them, and pursue careers in the sciences. This highly interactive show includes at least eighteen different animals from around the world. Students learn how to identify major structures of animals with an educational hands-on experience in a safe environment.	<u>Science. Life Science 1.</u> Students know how to observe and describe similarities and differences in the appearance and behavior of plants and animals.
38	Science	<a href="#">"Animals Around the World"</a>  <a href="#">And</a>  <a href="#">"North American Wildlife"</a>	<a href="#">Wildlife Learning Center</a>	Students will have an up-close and personal experience with a variety of animals from around the world. Students will learn about how the environment/region affects different animal's habitats and behaviors. Animal presentations may include a Serval Wildcat, Fox, American Alligator, Sulcata Tortoise, Owl or Hawk, Red-Tegu Lizard or Savannah Monitor, North American Porcupine, Large python, Rabbit, Gopher Snake and a California Desert Tortoise.	<u>Science. Life Science 4.</u> Adaptations in physical structure or behavior may improve an organism's chance for survival. Students know living things cause changes in the environment in which they live: some of these changes are detrimental to the organism or other organisms, and some are beneficial.
39	Science	<a href="#">Bubblemania</a>	Bubblemania and Company	Students will learn all about bubbles and their reflection, refraction, surface tension and other properties in this 45-minute presentation. The Science and fun of bubbles will be discussed and shown through shimmering waves of soap films, rainbow bubbles, big and small bubbles, square and triangle shaped bubbles, bubbles within bubbles, bubbles bouncing on bubbles, giant bubbles and finally the grand finale where a student gets the chance to be inside a bubble.	<u>Science. Physical Science 1.</u> Materials come in different forms (states), including solids, liquids, and gases. Students know solids, liquids, and gases have different properties. Students know the properties of substances can change when the substances are mixed, cooled or heated.
40	Science	<a href="#">At Home in the Sea</a>	Cabrillo Marine Aquarium	<i>At Home in the Sea</i> assembly gives students a general overview of what lives in the ocean. Sea stars, crabs, lobsters and sea turtles are some of the animals explored. Students will be engaged through the use of hands-on discovery, specimen investigation and student involvement. The program is tailored to grade and age level and designed to spark students' curiosity and	<u>Science. Earth Science 2.</u> Water moves between oceans and land through the processes of evaporation and condensation. Students know most of the earth's water is present as salt water in oceans, which cover most of the Earth's surface.

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				appreciation for the ocean and the extraordinary life in it.	
41	Science	<i>Environmental Topics</i>	City of Torrance Public Works Department	45-60 minute presentations from the City of Torrance Public Works Department cover topics of curbside recycling, worms, composting and household hazardous waste. Outlines of each presentation are made available to teachers.	<p><u>Science. Life Science 2.</u> Students know light, gravity, touch, or environmental stress can affect the germination, growth, and development of plants.</p> <p><u>Science. Earth Science 3.</u> Students know how to identify resources from earth that are used in everyday life and understand that many resources can be conserved.</p>
42	Science	<a href="#"><u>Ocean Commotion</u></a>	Marine Activities, Resources & Education (MARE) - Claire the Loon Music	<i>Ocean Commotion</i> uses music and sing-along songs to teach students an appreciation for the oceans and living things found in them. Students will learn all about the ocean environment and the endangered species that inhabit them. They will discover how humans can seriously damage the planet's ecosystems with pollution and overuse, how this affects us and more.	<u>Science. Earth Science 2.</u> Water moves between oceans and land through the processes of evaporation and condensation. Students know most of the earth's water is present as salt water in oceans, which cover most of the earth's surface.
43	Science	<a href="#"><u>Environmental Defenders Program</u></a>	The County of Los Angeles Department of Public Works	Students will be entertained in this dynamic, music driven show that inspires them to take action and do more to protect the environment. Topics covered include Solid Waste, the Four Rs (Reduce, Reuse, Recycle and Rethink), Storm Water Pollution Prevention, Household Hazardous Waste and Water Conservation. An interactive website is also made available to students to extend their learning beyond the classroom. The program also correlates to California History-Social Science and Language Arts Content Standards.	<u>Science. Earth Science. 3.</u> Students know that the amount of fresh water located in rivers, underground sources, and glaciers is limited and that its availability can be extended by recycling and decreasing the use of water.
44	Science	<i>Boomerangs are Coming Back!</i>	Alan Scott Craig <a href="http://www.artofboomerang.com/demos.html"><u>http://www.artofboomerang.com/demos.html</u></a>	BOOMERANGS ARE COMING BACK! is a one hour motivational and educational program that discusses the history, science, and art of boomerangs. The topic covers many of the California Test objectives and promotes a fun scientific spin on boomerangs. What goes around, comes around... just like a boomerang.	<u>Science. Physical Science 2.</u> Each force acts on one particular object and has both strength and a direction. An object at rest typically has multiple forces acting on it, but they add to give zero net force on the object. Forces that do not sum to zero can cause changes in the object's speed or direction of motion.

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45	Science	<a href="#">Mobile Dairy Classroom</a>	The Dairy Council	Students will learn all about how milk and dairy foods are produced and how they contribute to healthy eating in this interactive assembly, which includes a live cow. Students will discover the anatomy of a dairy cow, how milk goes from cow to their school/home, the agricultural technology used on dairy farms and the many different foods made from milk. The program integrates English Language Arts, Math and Science and free follow-up materials are also provided to teachers.	<u>Science. Life Science 1.</u> Students know plants and animals have structures that serve different functions in growth, survival, and reproduction.
46	Science	<a href="#">Dinosaurs Rock</a>	Dinosaurs Rock	Transform the gym into a museum by bringing genuine life size, museum quality specimens for students to see and touch, up close, including a life size T-Rex skull and foot, and a real dinosaur egg. Presenters discuss dinosaur extinction theory, plant-eaters vs. meat-eaters, prehistoric life outside of dinosaurs, and what fossils are and how they are formed.	<u>Science. Life Science 4.</u> Adaptations in physical structure or behavior may improve an organism's chance for survival. Students know living things cause changes in the environment in which they live: some of these changes are detrimental to the organism or other organisms, and some are beneficial. Students know that some kinds of organisms that once lived on earth have completely disappeared and that some of those resemble others that are alive today.
47	Science	<a href="#">The Ultimate Science Experience</a> - (2-Day Program)	Discovering Science	This two day program features science-based tabletop exhibits. Exhibits are large fun interactive stations that highlight different areas of science and are guaranteed to spark student imagination. The highly interactive show includes a mini assembly followed by museum interaction time. Students will hold tortoises, make enormous bubbles, bend light while mixing faces together, and so much more. At the conclusion of the two day event is a Family STEM Night for students and their families.	<u>Science. Physical Science 1.</u> Elements and their combinations account for all the varied types of matter in the world.
48	Science	<a href="#">Portable Planetarium Assembly</a>	Full Spectrum Educational Services	Students will be captivated by the magical work of astronomy and learn all about the universe when they enter the Mobile Planetarium. Students will gaze into a starry night to see stars, constellations, and galaxies. Using special effects with lasers, music and slides the program teaches students all about Astronomy and the Solar System.	<u>Science. Earth Science 1.</u> Objects in the sky move in regular and predictable patterns. Students know telescopes magnify the appearance of some distant objects in the sky, including the moon and the planets. The number of stars that can be seen through

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					telescopes is dramatically greater than the number that can be seen by the unaided eye.
49	Science	<a href="#"><i>Advanced Technology Demonstration</i></a>	General Motors	GM will showcase their new, exciting advanced technology vehicles and educate the public on alternative vehicle propulsion systems. They offer a fun and interactive educational experience by allowing students to get up close and personal with the vehicles.	<a href="#"><u>Science. Earth Science 3.</u></a> Encourage others to minimize pollution in the environment.
50	Science	<a href="#"><i>Trash Free Lunch Challenge</i></a>	<a href="#"><u>Grades of Green</u></a>	Schools participate in the Grades of Green Trash Free Lunch Challenge. Kick-off assemblies will include education about reducing lunchtime waste by encouraging students to pack trash free lunches and sort waste into recycle, compost and landfill bins.	<a href="#"><u>Science. Earth Science 3.</u></a> Students know how to identify resources from earth that are used in everyday life and understand that many resources can be conserved.
51	Science	<a href="#"><u>Know the Flow</u></a>	<a href="#"><u>Heal the Bay</u></a>	A Heal the Bay environmental science educator will deliver an interactive, fact-filled presentation on the story of Southern California's water system and the causes-of-and solutions to-marine pollution (stormwater and pollution prevention). Students will learn where their water comes from and how they can support a sustainable flow.	<a href="#"><u>Science. Earth Science 2.</u></a> Students know that the amount of fresh water located in rivers, underground sources, and glaciers is limited and that its availability can be extended by recycling and decreasing the use of water.
52	Science	<a href="#"><u>Traveling Scientist Programs (K-5)</u></a>	Orange County Department of Education - Inside the Outdoors	<i>Traveling Scientist</i> programs provide a hands-on opportunity for students to develop an awareness and appreciation of the sciences through the exploration of the animal kingdom and physical science concepts. In addition, the programs foster a commitment to the protection and understanding of the environment and community. The programs are aligned with current state standards to ensure curricular needs are met.	K-LS1-1; K-ESS2-2; 1-ESS1-1; 1-PS4-3; 1-LS3-1; 2-LS4-1; 3-LS3-2; 3-LS4-4; 3-LS1-1; 3-LS3-1; 3-PS2-3; 3-PS2-4; 4-ESS1-1; 4-ESS3-2; 4-LS1-1&2; 5-ESS2-1; 5-ESS2-2
53	Science	<a href="#"><u>Aquarium on Wheels – Tide pool Animal Exploration and other Auditorium/Classroom Programs</u></a>	Long Beach Aquarium of the Pacific	Long Beach Aquarium provides a traveling touch tank via their aquarium on wheels for the purpose of science instruction. Students will learn about ocean inhabitants and their unique adaptations for survival as well as learn to observe similarities and differences in the appearance of ocean animals.	<a href="#"><u>Science. Earth Science 2.</u></a> Water moves between oceans and land through the processes of evaporation and condensation. Students know most of the earth's water is present as salt water in oceans, which cover most of the Earth's surface.
54	Science	<a href="#"><u>Various Shows and Assembly Themes</u></a>	Mad Science of Los Angeles	Science-themed assemblies designed for young audiences to encourage discovering the world around them and the pursuit of careers in the	<a href="#"><u>Science. Physical Science 1.</u></a> Elements and their combinations account for

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				sciences. These are highly interactive shows that include fascinating science demonstrations.	all the varied types of matter in the world. Students know that during chemical reactions the atoms in the reactants rearrange to form products with different properties.
55	Science	<a href="#">Kidz Science Safari - Portable Hands-On Science Museum</a>	Mobile Ed Productions, Inc.	Kidz Science Safari consists of a minimum of 12 interactive, hands-on science exhibits. It is an all-day assembly and students rotate through the exhibits in groups. The program offers an educational experience that is not duplicated in most regions! Kidz Science Safari brings the children's museum experience right to where the students are! A few activities the student will participate in include: programmable robots, plasma ball, dino dig, domino race, 3D printing and many more.	<u>Science. Physical Science 1.</u> Elements and their combinations account for all the varied types of matter in the world. Students know that during chemical reactions the atoms in the reactants rearrange to form products with different properties.
56	Science	<a href="#">SkyDome Planetarium</a>	Mobile Ed Productions, Inc.	The Sky Dome is a fascinating tour of the solar system. Students enter the dome to a "star filled sky" and journey through the universe as they learn to identify stars and constellations and mythological characters.	<u>Science. Earth Science 1.</u> Objects in the sky move in regular and predictable patterns. 4a. Students know the patterns of stars stay the same, although they appear to move across the sky nightly, and different stars can be seen in different seasons.
57	Science	<a href="#">Science Spectacular</a>	Prismatic Magic Laser Programs	Science Spectacular is an unforgettable science assembly that hits multiple required curricular topics by delving into the mysteries of light, color, perception, and lasers. The assembly ends with an exciting laser light show that will prove science is cool and leave students wanting to learn more.	<u>Science. Physical Science 1.</u> The motion of objects can be observed and measured. Light has a source and travels in a direction.
58	Science	<a href="#">Mobile Petting Zoo</a> <b>*KINDER END OF YEAR ACTIVITY ONLY</b>	Farm Friendz	Students are entertained and introduced to a number of live animals in a fun and unique way. With minimal amount of space, any location can be transformed into a zoo full of adorable chickens, ducks, sheep, alpacas, potbelly pig, donkey, cow and more. Students will enjoy learning, feeding and petting the lovable assortment of animals.	<u>Science. Life Science 1.</u> Use observations to describe patterns of what plants and animals (including humans) need to survive.  <u>Science. Earth and Human Activity 1.</u> Living things need water, air and resources from the land, and they live in places that have the things they need. Humans use natural resources for everything they do.

59	Science	<a href="#">Puppies &amp; Reptiles for Parties</a>	Puppies & Reptiles for Parties	Students are introduced to a number of live reptiles and/or puppies. They are taught about the animal itself as well as the proper care and feeding of the animal.	<u>Science. Life Science 1.</u> Plants and animals meet their needs in different ways. Students know how to infer what animals eat from the shapes of their teeth.
60	Science	<a href="#">H2O Where Did You Go?</a>	Razzle Bam Boom/Shows that Teach	Science curriculum based around various H2O concepts are presented to students in an extremely fun way through music and comedy. Students will learn about the water cycle, the three states of matter and gravity's effect on water. The presentation will also include the following topics: the amount of water we each use, the difference between saltwater and freshwater, how water gets to our homes, how we each can save water, and why water is vital for living things.	<u>Science. Earth Science 2.</u> Students know that the amount of fresh water located in rivers, underground sources, and glaciers is limited and that its availability can be extended by recycling and decreasing the use of water.
61	Science	<a href="#">Live Learning Experience with Reptiles</a>	The Reptile Family	Traveling reptile show comes to the site for the purpose of science instruction which concurs with Life Science content standards. Animals travel in baskets and containers creating a safari theme for the presentations. Students learn how to identify major structures of animals with an educational, entertaining and hands-on experience conducted in a safe environment.	<u>Science. Life Science 1.</u> Plants and animals meet their needs in different ways. Students know how to infer what animals eat from the shapes of their teeth.
62	Science	<a href="#">Science Education Programs</a>	Science Education Center of California	The Science Education Center has acquired natural history specimens that go directly into the classroom. These grade-specific education programs are the educational arm of the Science Education Center. The presentations are all conducted by the Center Curator. Programs may include: Earth Science-Physical Science; Life Science presentation; Traveling Natural History Museum Collection, and more.	<u>Science. Life Science 1.</u> Students know plants and animals have structures that serve different functions in growth, survival, and reproduction.
63	Science	<a href="#">Water Wanderings</a>	The SEA Lab - Central Basin Municipal Water District	<i>Water Wanderings</i> is a collaborative hands-on classroom program that takes 4-5 grade students on a 2 ½ hour journey through California's water. Each student will have the opportunity to visit three action-packed stations where they will experience a multimedia game called California Water Jeopardy, a food chain/food web activity, and touch live marine animals and plants on board the "traveling tide pool", a van outfitted with touch tanks.	<u>Science. Life Science 1.</u> Students know plants and animals have structures that serve different functions in growth, survival, and reproduction.

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64	Science	<a href="#">All That Trash</a>	Razzle Bam Boom	<i>All That Trash</i> is a recycling, ecology, environmental school assembly that teaches different ways for students to responsibly conserve our natural resources. Using song, humor, and audience participation, students will discover the reasons why it is smart to reduce, reuse, and recycle.	<u>Science. Life Science 2.</u> Students know light, gravity, touch, or environmental stress can affect the germination, growth, and development of plants.
65	Science	<a href="#">Educational Programs</a>	South Bay Wildlife Rehab	Presentation of injured and non-releasable birds, including hawks, owls and kestrels. Each bird has been carefully trained and is at ease with people. They will also provide owl pellets for the students to dissect and explore the birds' habitat and diet.	<u>Science. Life Science 4.</u> Adaptations in physical structure or behavior may improve an organism's chance for survival. Students know living things cause changes in the environment in which they live: some of these changes are detrimental to the organism or other organisms, and some are beneficial.
66	Science	<a href="#">Mobile Museum and Eco Assemblies</a>	Star Eco Station	STAR ECO comes loaded with animals and animal products for a show about rescued exotic wildlife. Traveling the globe, students will visit the rainforest through the lives of the animals while experiencing them with their hands, learn lots of interesting facts about the animals, the rainforest and themselves as STAR will address the importance of saving the worlds' rainforests.	<u>Science. Life Science 1.</u> Different types of plants and animals inhabit the earth.
67	Science	<a href="#">Traveling Nature Class</a>	Valentines Traveling Nature Class	A free flowing, age appropriate, interactive wildlife presentation that encourages group participation. Animals are introduced a few at a time in a manner that is fun and exciting, allowing the audience to experience the wonders of nature in an up-close and controlled setting. Children will be taught how to hold the animals and learn many interesting facts about the animals, their natural environment and their social characteristics.	<u>Science. Life Science 1.</u> Different types of plants and animals inhabit the earth.
68	Science	<i>Wild America</i>	The Wildlife Company (760) 439-6444	The Wildlife Company brings live animals i.e., alligator, prairie dog, California desert tortoise, coati, tarantula, and king snake to show and talk about with the students.	<u>Science. Life Science 4.</u> Different types of plants and animals inhabit the earth.
69	Science	<a href="#">Play and Learn</a>	<a href="#">Wildlife Learning Center</a>	Students will get an up close and personal experience with a Serval Wildcat, North American Porcupine, Snake, Tortoise, Fox, Hedgehog, Alligator, Bunny, Chinchilla, Lizard, Large Python, and a big Bug.	<u>Science. Life Science 4.</u> Different types of plants and animals inhabit the earth.

70	Science	<a href="#">Reptiles and Friends</a>	<a href="#">Wildlife Learning Center</a>	Students will have an up-close and personal experience with a variety of animals to learn about biology, wild life, and conservation. Animal presentation to include an African Sulcata Tortoise, American Alligator, Blue-tongue Skink, Gecko, Milk Snake, Legless Lizard, Sand Boa, Rose-haired Tarantula and a Madagascar Hissing Cockroach.	<u>Science. Life Science 1.</u> Students know how to observe and describe similarities and differences in the appearance and behavior of plants and animals.
71	Science	<a href="#">Wild Outreach Programs</a>	Nature of WildWorks	Bring the wonders of nature into the classroom through Wild Works Educational Outreach Programs. Program content is tailored to a variety of age levels. Selected animals will be safely brought to the school for a unique and wonderful experience. The 45 minute presentation provides an educational experience for all age levels.	<u>Science. Life Science 1.</u> Students know how to observe and describe similarities and differences in the appearance and behavior of plants and animals.
72	Science	<a href="#">Dino Encounters - Mobile Field Trips</a>	Dino Encounters	Dino Encounters brings schools a 180-minute museum quality educational experience that aligns with Common Core Next Generation Science Standards. In six breakout 30-minute rotational sessions students learn through hands-on activities and demonstrations. Content is tailored for the grade level experience and include: Dino Encounters (The First 4.4 Billion Years); Ice Age Encounters (Age of Mammals); The Science Behind The Lewis and Clark Expedition; and Mars Encounters (Experience the Red Planet).	<u>Science. Life Science 4.</u> Adaptations in physical structure or behavior may improve an organism’s chance for survival. Students know living things cause changes in the environment in which they live: some of these changes are detrimental to the organism or other organisms, and some are beneficial. Students know that some kinds of organisms that once lived on earth have completely disappeared and that some of those resemble others that are alive today.
73	Visual and Performing Arts	<a href="#">The Eagle Spirit Dancers</a>	Benjamin Hale	The Hale family, under the direction of Benjamin Hale, presents authentic North American Indian culture through song, dance and story from regions of Northwest, Southwest, and the Great Plains of North America.	<u>Visual and Performing Arts. Music 3.0. Historical and Cultural Context.</u> Students analyze the role of music in past and present cultures throughout the world, noting cultural diversity as it relates to music, musicians, and composers.
74	Visual and Performing Arts	<a href="#">Drumming Up World Music</a>	Dancing Drum	Students are taken on an informative “tour” of the world to experience the rhythms and music of five West African countries: Senegal, Guinea, Mali, Niger and Burkina Faso. Students will hear traditional African drumming and learn all about drum rhythms and dances from the region.	<u>Visual and Performing Arts. Music 1.0 Artistic Perception.</u> Processing, analyzing, and responding to sensory information through the language and skills unique to music.

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					<u>2.0. Creative Expression.</u> Creating, performing and participating in music.
75	Visual and Performing Arts	<a href="#">Music Concert</a>	Charlotte Diamond	Award winning children and family music performer Charlotte Diamond offers educational, entertaining and interactive music.	<u>Visual and Performing Arts. Music 1.0. Artistic Perception.</u> Processing, analyzing, and responding to sensory information through the language and skills unique to music. <u>2.0. Creative Expression.</u> Creating, performing and participating in music.
76	Visual and Performing Arts	<a href="#">Free to be Me</a>	Drum Circle	The drum circle is a group of 3 or 4 professional drummers using primitive, as well as contemporary hand drums and percussion instruments, facilitating student participation to create a phenomenal, spontaneous, musical expression which promotes laughing, singing, dancing and beautiful music.	<u>Visual and Performing Arts. Music. 2.0. Creative Expression.</u> Creating, performing and participating in music.
78	Visual and Performing Arts	<a href="#">Art History and In-School Art Classes</a>	Fibo Kids Art Academy	Art History assemblies are based on a famous artist and include their biography and artwork. Each high tech assemble includes young & energetic hosts, Hollywood actors as the artists, animation, pop music, interactive games & prizes. The week following the assembly, professional art instructors teach a 1 hour drawing fundamentals based lesson inspired by the Art History assembly.	<u>Visual and Performing Arts: Visual Art 1.0 Artistic Perception</u> Students perceive and respond to works of art, objects in nature, events, and the environment. <u>4.0 Aesthetic Valuing</u> Students analyze, assess, and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities.
79	Visual and Performing Arts	<a href="#">Circus</a>	Jim Gamble Puppet Productions	Calliope and circus band music provide a colorful musical backdrop for string and rod puppets performing circus feats on an open stage.	<u>Visual and Performing Arts. Music 4.0. Aesthetic Valuing.</u> Responding to, analyzing, and making judgments about works of music. Students critically assess and derive meaning from works of music and the performance of musicians according to the elements of music, aesthetic qualities, and human responses.
80	Visual and Performing Arts	<a href="#">Kites for Kids</a>	Kites for Kids c/o The Kite Connection Inc.	Discussion and Visual Presentation, Kite Making, and Professional Kite Flying Demonstration (if weather permits).	<u>Visual and Performing Arts – Visual Arts 2.2</u> Demonstrate beginning skill in the use of tools and processes, such as the use of scissors, glue and paper in

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					creating a three dimensional construction.
81	Visual and Performing Arts	<a href="#">Carmel Live</a>	Pieces of Carmel by Carmel Madonna	Presented by Carmel Madonna, a California Certificated Parent Education Teacher, who provides a vocal and instrumental program using original songs about healthy habits. Addresses music standards relating to artistic perception, creative expression, vocal and instrumental musical skills and performing arts.	<a href="#">Visual and Performing Arts. Music. 2.0. Creative Expression.</a> Creating, performing and participating in music.
82	Visual and Performing Arts	<a href="#">Don't Be Afraid: It's Just Opera</a>	The Music Center - Suzanna Guzman	This 45 minute fun, educational and interactive program demonstrates the universal appeal of opera. With this friendly diva as a guide, the audience discovers just how entertaining and moving opera can be. This program is geared towards elementary school audiences.	<a href="#">Visual and Performing Arts. Music 2.0 Creative Expression.</a> Creating, performing and participating in music.
83	Visual and Performing Arts	<a href="#">The Alley Cats</a> and <a href="#">The Tinkers</a>	The Music Center	Students are introduced to the world of performing arts through vibrant music, dance, theatre and storytelling. <i>The Alley Cats</i> blend of musical talent and comedic timing teaches students about the unique American musical form called "doo-wop" through interesting informative stories and familiar sing along melodies from the 50's to the 60's.  <i>The Tinkers</i> , a roving pipe and drum band, provide stirring jigs and rousing reels from the Scottish Highlands, spiced with Celtic tunes of Ireland. Performers provide interesting historical information about the geography, climate and history of Scotland.	<a href="#">Visual and Performing Arts. Music 3.0. Historical and Cultural Context.</a> Students analyze the role of music in past and present cultures throughout the world, noting cultural diversity as it relates to music, musicians, and composers. <a href="#">5.1.</a> Use music, together with dance, theatre, and the visual arts for storytelling.
84	Visual and Performing Arts	<a href="#">Creative Learning</a>	Jon Pearson	Mr. Pearson has been doing school programs for over 30 years and has won the Professional Artist in Schools Award. He is a featured speaker at the California State PTA Convention. Demonstrates how to use the Drawing process as a reading, writing, and memory tool across the curriculum.	<a href="#">Visual and Performing Arts. Visual Art 1.0 Artistic Perception</a> Processing, analyzing and responding to sensory information through the language and skills unique to music.
85	Visual and Performing Arts	<a href="#">Re-Purposed Percussion</a>	Street Beat - Segerstrom Center for the Arts/Arts Teach	This STOMP inspired urban percussion group uses repurposed items for drumming and urban dancers to entertain and create interest in both music and dance. In Re-Purposed Percussion, students will discover the thrilling world of sound and rhythm in this high-energy show where everyday items are	<a href="#">Visual and Performing Arts. Music. 2.0. Creative Expression.</a> Creating, performing and participating in music.

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				transformed into the ultimate drumming experience.	
86	Visual and Performing Arts	<a href="#">Boom Tap</a>	Street Beat – Segerstrom Center for the Arts	This STOMP-inspired, urban percussion group uses the ordinary and makes it extraordinary in an explosive percussion celebration that is sure to get your students moving. Drumming and dancing join forces in this four-man presentation as students discover how these two ancient art forms are wedded together and transplanted to the modern, urban landscape.	<u>Visual and Performing Arts. Music</u> <u>1.0 Artistic Perception</u> Processing, analyzing, and responding to sensory information through the language and skills unique to music. <u>2.0 Creative Expression</u> Creating performing and participating in music.
87	Visual and Performing Arts	<a href="#">SPLASH! Animal Show</a>	SPLASH! Animals - Christina Grenard & James G. Williams	SPLASH! Animals is a live art experience committed to the conservation of endangered animals. It combines art, music, and choreography and features endangered species. The show starts with a blank canvas and in less than 10 minutes, beautiful portraits of endangered animals are revealed by performing artists. They connect the audience to endangered animals while educating students on the importance of conserving wildlife.	<u>1.0 Artistic Perception</u> Processing, analyzing, and responding to sensory information through the language and skills unique to music. <u>4.0 Aesthetic Valuing</u> Responding to, analyzing, and making judgments about works of music. Students critically assess and derive meaning from works of music and the performance of musicians according to the elements of music, aesthetic qualities, and human responses. <u>Science: Life Science 1.</u> Different types of plants and animals inhabit the earth.
88	Visual and Performing Arts	<a href="#">The Writing Show</a>	Imagination Machine	A team of professional actors will bring selected student’s stories to life. The actors put on a full production with props, music and costumes to act out the writings of the students and encourage the students to write.	<u>Visual and Performing Arts. Theatre</u> <u>2.0 Creative Expression</u> Creating, performing, and participating in music.
89	Visual and Performing Arts and History – Social Science	<a href="#">Chinese Acrobats</a>	Bureau of Lectures and Concert Artists, Inc.	A team of acrobats perform, and an interpreter enriches each assembly with facts about the particular culture featured, customs and school life of the area.	<u>Visual and Performing Arts. Music</u> <u>3.0. Historical and Cultural Context.</u> Students analyze the role of music in past and present cultures throughout the world, noting cultural diversity as it relates to music, musicians, and composers.