

AMM Education Station Descriptions

Station Name	Suggested Grades	Description
Blue Crab 101	1 st -12 th	Students learn about the anatomy and life cycle of a Blue Crab and how it is different from other crabs in the Bay. They then meet and touch a live crab.*
Climate Survival Game	3 rd – 12 th	Students become one of four iconic Bay species as they face a variety of climate-related challenges in this game of survival. They discover how the same hazards affect animals differently and what we can do to help them.
Crabbing	1 st – 12 th	Students explore Maryland’s Blue Crab fishery and the various methods used to catch crabs commercially and recreationally. They then set crab pots to see what they can catch.
Erosion Experiment	4 th -12 th	Students test whether oyster reefs (or living shorelines) prevent erosion on beaches through a hands-on experiment.
Hand TONGING	1 st -12 th	Students learn about Maryland’s oyster industry by using a pair of hand tongs to “harvest” oyster shells.
Harvest Game	2 nd – 12 th	Students use model tools to simulate human harvesting of oysters over time and learn about the importance of sustainability in managing the Bay’s fisheries.
Horseshoe Crab	1 st – 12 th	Students learn about horseshoe crab anatomy and natural history and meet a live horseshoe crab.*
Museum Tour	1 st – 12 th	Students receive a guided tour of the museum’s award-winning exhibits focused on the past, present, and future of the Chesapeake Bay with a specific focus on the oyster industry. The tour will include time for free exploration.
Oyster Canning Process	1 st – 12 th	Students examine historic oyster cans to assess the design components used to market them, then design and seal their own can. Includes a \$1/student materials fee.
Oyster Dissection	4 th -12 th	Students dissect an oyster to examine oyster anatomy and function. Includes a \$1/student materials fee.
Oyster Reef Animals	1 st -12 th	Students use a dichotomous key to identify animals living on an oyster reef through hands-on investigation. They will meet and touch several animals such as mud crabs, grass shrimp, and small fish.
Seining- 2 stations (Apr – Oct)	2 nd -12 th	Students don waders and enter the creek to catch near shore animals using a seine net. They then examine the physical and behavioral adaptations that these animals use to survive. This activity counts for 2 stations.
Shell Shock	6 th – 12 th	Students conduct a hands-on experiment showing the impact of increased carbon dioxide on the pH of the Bay. They then play a game to see how this acidification is impacting shellfish, like oysters.
Surviving Sea Level Rise	7 th – 12 th	Students take on the role of city planners tasked with creating resilient cities as they explore climate change adaptation and mitigation strategies. After debating and selecting policies for their city, groups see how long their city survives.
Water Quality	6 th – 12 th	Students measure turbidity, dissolved oxygen, salinity, temperature, and pH to determine if the water is healthy enough to support oysters and other Bay animals.
Watershed Model	3 rd – 8 th	Students learn the definition of a watershed and examine the effect that their actions have on the Bay through a hands-on demonstration.

AMM Chesapeake Challenge Stations

Challenge Name	Suggested Grades	Description
Build a Boat	1 st – 12 th	Students work together to identify different iconic Chesapeake Bay boats based on their designs and purposes. They then work in groups to build small sailboats and see how they perform in the water.
Build a Buoy	1 st – 12 th	Students plan, build, and test buoys made of PVC pipes. They discover the many purposes that buoys serve in the Bay and experiment with the factors that make a good buoy such as balance, weight, and cost.
Build a Filter	4 th – 12 th	Students plan, create, and test filters made of 2-liter bottles, coffee filters, sand, gravel, etc. They discuss the difference between physical, chemical, and biological filters and how filtering improves water quality.
Build a Plankton	1 st – 12 th	Students discover the variety of life forms that are planktonic for part or all of their life cycle. They then create their own plankton out of recycled materials with the goal of having it stay in the middle of the water column.