

## Experiential Learning Websites for Elementary Students

Resource	Grade Level	Description	Website (link)
Scientists in the School	K-8	Activities designed to encourage children to follow their own natural curiosity, investigate, explore and discover. Builds scientific literacy skills	<a href="https://www.scientistsinschool.ca/resources/educational-resources/">https://www.scientistsinschool.ca/resources/educational-resources/</a>
Agscap Ontario	4-6	Interactive Game connected to curriculum. Students learn about agricultural areas in Ontario. Learn about food, healthy choices	<a href="https://agscape.ca/agritrekking1">https://agscape.ca/agritrekking1</a>
Agscap Ontario	7-8	Activities around sustainable farming practices, environmental initiatives and local food.	<a href="https://agscape.ca/agritrekking2">https://agscape.ca/agritrekking2</a>
Hour Of Code	K-12	Coding Activities	<a href="https://hourofcode.com/ca/learn">https://hourofcode.com/ca/learn</a>
Dance Mat Typing	K-6	Keyboarding skills	<a href="https://www.dancemattypingguide.com/">https://www.dancemattypingguide.com/</a>
Typing Club	7-10	Keyboarding skills	<a href="https://www.typingclub.com/">https://www.typingclub.com/</a>
Google Expeditions	K-12	Explore distant places with this app for your mobile device. Students will use virtual and augmented reality technology on these field trips.	app available for Google Play and Apple products <a href="https://edu.google.com/intl/en_ca/products/vr-ar/expeditions/?modal_active=none">https://edu.google.com/intl/en_ca/products/vr-ar/expeditions/?modal_active=none</a>
Explorer Classroom- National Geographic	4-12	Explorer Classroom connects classrooms around the world with National Geographic Explorers, bringing science, exploration, and conservation to life through live video events.	<a href="https://www.nationalgeographic.org/education/student-experiences/explorer-classroom/">https://www.nationalgeographic.org/education/student-experiences/explorer-classroom/</a>
myBlueprint - All About Me	K-6	A fun planning tool that lets students explore visual paths that encourage the discovery of interests, abilities, passions, and goals.	<a href="https://myblueprint.ca/support/resources/all-about-me">https://myblueprint.ca/support/resources/all-about-me</a>

myBlueprint - Education Planner	7-12+	A comprehensive education and career/life planning tool	<a href="https://myblueprint.ca/support/resources/education-planner">https://myblueprint.ca/support/resources/education-planner</a>
Micro-bit Coding	3-12	Microsoft MakeCode editor is the perfect way to start programming and get creating with the micro:bit. You can also switch to JavaScript to see the text-based code behind the blocks.	<a href="https://makecode.microbit.org/">https://makecode.microbit.org/</a>
Scratch Coding	3-12	With Scratch, you can program your own interactive stories, games, and animations — and share your creations with others in the online community.	<a href="https://scratch.mit.edu/">https://scratch.mit.edu/</a>
Maker Space Brampton	K-12	MakerSpace Brampton is a joint initiative of the City of Brampton Economic Development Office, Sheridan College Faculty of Applied Science and Technology's Centre for Advanced Manufacturing and Design Technologies (CAMDT), and Brampton Library to foster creativity, innovation, and exploration in a safe and accessible learning environment.	<a href="https://www.bramptonlibrary.ca/index.php/make/makerspace-brampton">https://www.bramptonlibrary.ca/index.php/make/makerspace-brampton</a>
Maker Mississauga	K-12	Maker Mississauga programs give you the chance to use library equipment such as 3D printers, building kits, robotics, sewing machines, filmmaking tools and computers to help develop your STEAM (science, technology, engineering, art, math) skills.	<a href="https://web.mississauga.ca/library/programs/maker-mississauga/">https://web.mississauga.ca/library/programs/maker-mississauga/</a>