Sample Environmental Day

7:30-8:00 a.m.
- Breakfast at UF dining halls

8:00-9:00 a.m.
- Art Module: Interactive activity to learn about how water, caves, and streams have been depicted and utilized throughout history in artwork and basic instruction on depicting movement and motion through drawing

9:00 a.m.-12:30 p.m.
- Science field tip: Travel on a field trip to explore Florida’s water systems, from a local sinkhole, through a cave system, and finally as it surfaces in a spring. Instruction during the field trip will emphasize the contaminants (metals, endocrine disrupters, plant and animal toxins, pathogenic organisms) that affect human and environmental health.

12:30 p.m.-2:00 p.m.
- Boxed lunch at a pristine local Florida spring and then travel back to UF

2:00-3:00 p.m.
- Science Module: Laboratory experience that combines biological and chemical approaches to assess water quality using samples collected from field trip.

3:00-4:00 p.m.
- Art Module: Lecture from a UF artist who will describe the local Gainesville environment’s influence on his/her artwork.

4:00-5:00 p.m.
- Group Activity: Discuss water quality findings and reflections from their day. Each group will also create an innovative and artistic project to share with the cohort, which will work towards their final project.

5:00-6:00 p.m.
- Free time

6:00-7:00 p.m.
- Dinner at UF dining hall

STEAM Quest participants will return to their communities with a broader knowledge of how artists and scientists are interacting to investigate and interpret our natural world and an appreciation for the many careers that are available to them in the future.