



OCEANS ALIVE

The mission of Oceanographic Career Enhancement and Naval Science: Adventurous Learning in Variable Environments (OCEANS ALIVE) is to inform and interest local students and teachers in Naval oceanography.

The program is designed not only to encourage students to pursue careers in oceanography but also to create an awareness of the math and science skills needed to think creatively, make decisions and solve problems. An understanding of how the Navy collects and processes oceanographic data contributes to the development of these skills.

The OCEANS ALIVE program provides the opportunity for Naval Oceanographic Office (NAVOCEANO) oceanographers to share their knowledge and enthusiasm with students and teachers in the local communities. The program also provides a potential recruitment base of future oceanographers, mathematicians, and engineers.

A total of 12 teachers and 38 students are selected to participate from schools nationwide. The program combines classroom lectures with three days of hands-on learning aboard one of NAVOCEANO's oceanographic survey ships. Following shipboard activities, participants discuss results and make brief presentations.

The J.L. Scott Marine Education Center serves as the Navy's educational advisor.

The curriculum was developed in accordance with National Education Standards and consists of the following classes:

- Biological Oceanography—Plankton, Bioluminescence and Biodiversity
- Geological Oceanography—Barrier Island Formation: Relationships of Environmental Deposition and Grain Size
- Physical Oceanography—Tides and Currents in the Northern Gulf of Mexico
- Meteorology—Weather and Tropical Cyclones in the Northern Gulf of Mexico
- Acoustics—Seeing With Your Ears
- Bathymetry—Single-beam and Multibeam Systems

Teachers receive Continuing Education Units from the University of Southern Mississippi for participating in the program.

For more information, please contact NAVOCEANO Public Affairs at 228.688.5649 or visit <https://www.navo.navy.mil>.

