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TO BEGIN THE RESERVATION PROCESS, PLEASE COMPLETE ONE OF THE FOLLOWING:

- Museum Inquiry Form
- Contact Beth Nelsen, program coordinator, at bnelsen@museumofdiscovery.org OR 501-537-3073

Your reservation is complete when a museum representative sends you a confirmation.

Group reservations must be made at least two weeks in advance. Groups of 15 or more paying guests may receive a discounted admission rate. We require a 1:5 adult to child ratio for group visitation. **One adult for every five students will receive complimentary admission.** Adult chaperones must be at least 18 years of age.

Group reservations include two hours to visit the exhibits. Additional time will be included if extra programs are scheduled.
FEES AND PAYMENTS

Payment is expected in full at the time of check-in. The total amount due is based on your final attendance number on the day of your visit. Please have a final count before you check in. To get a discounted rate, we require one payment be made for the entire group of children plus chaperones. Group rates are $9 per person. There will be an additional cost for any scheduled theater shows, labs, and lunchroom bookings.

ACCEPTED FORMS OF PAYMENT:

- Credit card
- Cash
- Check

GETTING TO THE MUSEUM

The Museum of Discovery is located at 500 President Clinton Avenue in the River Market district of downtown Little Rock, Arkansas. Due to the I-30 construction, routes to the museum may change. We recommend checking https://www.idrivearkansas.com/ prior to your visit for up-to-date information on road closures and construction.

A bus loading area is located in front of the museum. During drop off, buses should pull alongside the curb. Museum staff (blue shirts) will greet and escort your group from the buses to the building for orientation. Please arrive 10-15 minutes prior to your planned arrival time to allow time for check-in, payment, and orientation.

Buses may not remain in the loading zone after students have exited safely. Bus parking may be available in either the post office parking lot on East Fourth Street or at the Clinton Presidential Museum at the eastern end of President Clinton Avenue. For cars, free and paid parking are available within walking distance of the museum.

CHAPERONE INFORMATION

Chaperones must stay with and supervise their group at all times. Adults who have not registered with their group and paid their chaperone fee in advance must pay full admission price. Museum maps and rotation schedules will be provided at your group’s orientation.
GROUP VISIT SCHEDULES

Group schedules are created for every guided group visit and provided by the Museum of Discovery staff who will be assisting your group. Schedules are designed to accommodate all the groups that are visiting on that day. These schedules will note "start" and "end" times on your group reservation and include any labs, Tesla shows, science demonstrations or lunchroom rentals you have requested. Please abide by the group schedule and staff directions to avoid overcrowding in any exhibit area. Group schedules are subject to change without notice.

FEATURED EXHIBITS

THE NEW THREE-TOWER CLIMBER
"The Climber" is a large three-tower structure located in the two-story central atrium of the museum. It offers a variety of different types of spaces, surfaces and obstacles for guests to navigate. This area is designed for ages 5-12. The Climber will be available to groups starting November 29 for an additional fee of $1 for 30 minutes.

ROOM TO GROW HAS BEEN UPDATED!
The Room to Grow gallery is where children 6 and younger take the lead with opportunities for exploration, imagination, and creativity while doing what they enjoy most ... PLAY! Reserve this space during your early learners' field trip for an additional fee of $1 per student for a maximum of 25 students per 30-minute timeframe.

PPG STEAM STUDIO
The PPG STEAM Studio encourages learning through investigation, experimentation and creativity through hands-on activities and exploration. Experience tool literacy, unique materials and real-world engineering skills in a fun and dynamic exhibit space. This area is limited to 10 students at a time.
GROUP BEHAVIOR EXPECTATIONS

Please review and discuss these expectations with students and chaperones to ensure all museum guests experience a fun and educational visit:

**BE SAFE**
- Use your walking feet in the museum; running and rough housing are not permitted
- Stay with your group

**BE RESPECTFUL**
- Use your inside voices
- Take turns at the exhibits so everyone has a chance to experience them
- Remember other groups and families are visiting the museum, too

**BE CURIOUS**
- Play and interact with our exhibits
- Ask questions! Think in terms of “how?” and “why?” during your visit

Food and drinks are not allowed in the exhibit galleries.

Failure to abide by the above expectations may result in your group being asked to leave the museum without a refund.

LUNCHROOM RENTALS

Groups that rent lunch space will be scheduled for lunch(es) starting at 10:30 AM. Lunch space is limited and may be unavailable, especially during peak season (February–May). Lunch rotations and times are assigned during the group reservation process. Groups that do not schedule a lunch space rental will not have lunch time or location included in their reservation. Lunchroom reservations cost $20 for 25-minute sessions. While planning a field trip, reserve lunchroom reservations for up to 30 people to eat lunch per rotation.

EXPLORE STORE

Students must be supervised by an adult from their group in the Explore Store at all times. Two adult chaperones and 10 students will be allowed to shop at one time to avoid overcrowding.
Our interactive exhibits provide valuable hands-on experiences that match your curriculum and meet Arkansas Science Standards. Chaperones lead assigned student groups through the exhibit galleries following a schedule provided by Museum of Discovery staff. Schedules are designed to accommodate all the groups that are visiting on that day. Field trips are typically two hours in duration, plus additional time for shows or programs. Due to construction and renovations, exhibit availability is subject to change.

FIELD TRIP PROGRAMS

Spend additional time participating in hands-on activities, investigations and demonstrations that match your curriculum goals.

Length: 30–45 minutes
Cost: $2–$5 per person, up to 30 students (depending on the program selected).

STEAM LABS

GLOW LAB
Turn out the lights to learn about luminescence! Explore how UV lights on phosphorescent sheets make for bizarre and awesome light and shadow play!

Grades: 1–4
Cost: $2 per person
NGSS: 1-PS4-2, 1-PS4-3
STEAM LABS, CONT.

**BUBBLEOLOGY**  
Bubbles, bubbles everywhere! Create bubbles using different scientific methods. You’ll have just as much fun popping them as you do making them!  
**Grades:** 1–4  
**Cost:** $2 per person  
**NGSS:** 2–PS1-1, 2–PS1–2, 2–PS1–4

**DRY ICE CRYO LAB**  
Dry ice is way cool, -109.3 degrees Fahrenheit to be exact! Prepare to be blown away as you perform a series of cryo lab experiments to learn about states of matter and sublimation!  
**Grades:** 4–8+  
**Cost:** $3 per person

**DINOS**  
Join us on our Jurassic quest where you will become a junior paleontologist and learn what makes a dinosaur a dinosaur. You’ll even discover the skills and techniques of a field scientist during a dinosaur excavation!  
**Grades:** Pre–K–2  
**Cost:** $2 per person  
**NGSS:** 3–LS4–1

**SUPER HEROES**  
Discover how science can give you supernatural powers as you explore flight, extreme strength and more!  
**Grades:** Pre–K–2  
**Cost:** $2 per person  
**NGSS:** K–PS2–2, K–2–ETS1–2
STEAM LABS, CONT.

SOUND OF SCIENCE
Get ready to drop a beat! Experience the energy in sound as you create waves that travel through different states of matter; listen for pitch and frequency; and test vibration to discover the amazing physics of sound!
Grades: K–4
Cost: $2 per person
NGSS: 1-PS4-1, 4-PS4-1

SLIME LAB
Roll up the sleeves on your lab coat for an oozing, squishing polymer experiment as you create your own slime concoction!
Grades: K–4
Cost: $3 per person
NGSS: 2-PS1-1, 2-PS1-2, 5-PS1-1, 5-PS1-4

COW’S EYE DISSECTION
Examine the complex structure of eyes and how they function by dissecting a cow’s eye. (Must be reserved at least four weeks in advance. Each eye will be shared by small groups.)
Length: 45 minutes
Grades: 4–8+
Cost: $4 per person, up to 30 students
NGSS: 4-LS1-1, 4-LS1-2, 4-PS4-2

PIG’S HEART DISSECTION
Explore the body’s pumping station by dissecting a pig’s heart. You will see the organ’s four chambers, peer into the aorta, and inspect blood vessels up close. (Must be reserved at least four weeks in advance. Each heart will be shared by small groups.)
Length: 60 minutes
Grades: 5–8+
Cost: $5 per person, up to 30 students
NGSS: 6-LS1-3

LAST UPDATED: 11/22
LIFE SCIENCE LABS

Meet one or more of our animal ambassadors and learn about their adaptations, behaviors and habitats.

Length: 30–45 minutes
Cost: $4 per person, up to 30 students

ANIMAL ARCHITECTS
Learn the importance of animal enrichment and design a playground for our ambassador rats to explore.

Grades: 1–5
NGSS: 1–LS3–1, 3–LS2–1, 3–LS1–1

ELEPHANT ENGINEERS
Meet animals facing physical challenges. Students will create solutions to improve their daily lives.

Grades: 2–6
NGSS: 2–PS1–2, K–2–ETS1–1, K–2–ETS1–2, K–2–ETS1–3, 4–LS1–1, 3–5–ETS1–1, 3–5–ETS1–3

CREATE A CRITTER
Have you ever wanted to combine features from different animals to create a fictitious creature? Now is your chance! You will also explore how animal adaptations allow them to survive in the wild.

Grades: Pre–K–4
NGSS: K–ESS3–1, 1–LS3–1, 2–LS4–1, 3–LS4–3, 4LS1–1

BUG BEHAVIOR
Explore bug behavior by collecting data in experiments such as testing bugs’ food preferences and their ability to complete a maze.

Grades: 3–8
NGSS: 4–LS1–1, 4–LS1–2, MS–LS1–4, MS–LS1–8

LAST UPDATED: 11/22
Join us in our Entergy Theater for a spectacular and educational show of science wonders!
Length: 30 minutes
Cost: $3 per person, up to 60 students per show (100 people total capacity per show)

**THE SCIENCE SPECTACULAR**
Come one, come all to witness fantastic fire demonstrations, astounding feats of physics, and take a look at mystifying science!
Grades: K–8

**AWESOME SCIENCE**
Witness swirling vortexes and be amazed by the coolest cryo demonstrations around!
Grades: K–8

**SUPER POWER SCIENCE**
Prepare to be amazed as you witness museum scientists demonstrate Hulk-like strength, harness the electrical powers of Thor and use a laser that would impress Superman! (This program requires dim lights for a portion of the show.)
Grades: K–8
DYNAMITE DEMONSTRATIONS, CONT.

ALL ABOUT ANIMALS (MAX 25 STUDENTS PER ANIMAL PROGRAM)
Meet some of our live animals and learn about their characteristics, where they live and what they eat. The museum is home to a variety of animal ambassadors and an education team with vast knowledge of biology.

Grades: Pre-K–5

GUINNESS WORLD RECORDS MUSICAL BI-POLAR TESLA SHOW (15-MINUTE SHOW AND $1 PER STUDENT)
The Museum of Discovery is home to a Guinness World Records musical bi-polar Tesla coil, powered by Entergy, capable of producing 200,000 volts of electricity! You are invited for a private show in our Entergy Theater to experience the coil first-hand while learning about electricity, plasma and inventor Nikola Tesla. You’ll be amazed as you watch the coil emit electrical discharges to the tune of multiple songs!

Grades: 1–8
Can't come to the Museum of Discovery? We will bring the Museum of Discovery to you!

ASSEMBLY PROGRAMS

Experience larger-than-life science experiments at your school!
Each show includes time for questions and answers. Please note that a space of at least 20 x 20 feet is required along with a high ceiling. Auditoriums, cafeterias and gymnasiums are typically ideal. Space requirements will be confirmed after booking.
Grades: K-8
Length: 30 minutes
Participants: Capacity 100 students
Cost: $400 + $300 for each additional show that day; travel fees may apply

AWESOME SCIENCE
Witness swirling vortexes and be amazed by the coolest cryo demonstrations around!
Grades: 2-8

SUPER POWER SCIENCE
Prepare to be amazed as you witness museum scientists demonstrate Hulk-like strength, harness the electrical powers of Thor and use a laser that would impress Superman! (This program requires dim lights for a portion of the show.)
Grades: K-8

THE SCIENCE SPECTACULAR
Come one, come all to witness fantastic fire demonstrations, astounding feats of physics, and the mystifying science of magic!
Grades: K-8
HANDS-ON STEAM LABS

Get your brain and hands immersed in science with our Hands-On STEM Labs!

Length: 30–45 minutes

Cost: $300–$400 for up to 30 students; additional sessions that day are $200–$300 each. Additional travel charges may apply.

SLIME & CHEMISTRY
See why 10 out of 10 mad scientists give this ooey-gooey chemistry lab two beakers up! Explore polymers as you observe different types of slime and test their properties.

Grades: 2–5
NGSS: 2-PS1-1, 2-PS1-2, 5-PS1-1, 5-PS1-4

ELECTRIFY SCI
Explore the world of conductivity as you design your own circuits to power motors, light up bulbs and more!

Grades: 3–8
NGSS: 3-PS2-3, 4-PS3-2

BUBBLEOLOGY
Bubbles, bubbles everywhere! Create bubbles using different scientific methods. You’ll have just as much fun popping them as you do making them!

Grades: 1–4
NGSS: 2-PS1-1, 2-PS1-2, 2-PS1-4

DRY ICE CRYO LAB
Dry ice is way cool, −109.3 degrees Fahrenheit to be exact! You’ll be blown away by cryo lab experiments while learning about states of matter and sublimation!

Grades: 4–8+
LIFE SCIENCE LABS

Meet one or more of our animal ambassadors and learn about their adaptations, behaviors and habitats.

Length: 30 minutes per class  
Cost: $300 for up to 30 students; additional sessions that day are $200 each; travel charges may apply. Series of five visits available for $200 per visit.

ANIMAL ARCHITECTS / RAT PLAYGROUND
Learn the importance of animal enrichment and design a playground for our ambassador rats to explore.

Grades: 1–5  
NGSS: 1–LS3–1, 3–LS2–1, 3–LS1–1

ELEPHANT ENGINEERS
Meet animals facing physical challenges. Students will create solutions to improve their daily lives.

Grades: 2–6  
NGSS: 2–PS1–2, K–2–ETS1–1, K–2–ETS1–2, K–2–ETS1–3, 4–LS1–1, 3–5–ETS1–1, 3–5–ETS1–3

CREATE A CRITTER
Have you ever wanted to combine features from different animals to create a fictitious creature? Now is your chance! You will also explore how animal adaptations allow them to survive in the wild.

Grades: K–4  
NGSS: K–ESS3–1, 1–LS3–1, 2–LS4–1, 3–LS4–3, 4LS1–1

BUG BEHAVIOR
Explore bug behavior by collecting data in experiments such as testing bugs’ food preferences and their ability to complete a maze.

Grades: 3–8  
NGSS: 4–LS1–1, 4–LS1–2, MS–LS1–4, MS–LS1–8
Experience first-hand just how exciting science is!

*These programs can be booked as a monthly series or as a single outreach visit.*

**Length:** 30–45 minutes  
**Cost:** $300 for up to 30 students; additional sessions that day are $200 each. Additional travel charges may apply.  
**Grades:** Target ages for these outreach programs are K–5th. Please discuss options for middle school students with Beth Nelsen (bnelsen@museumofdiscovery.org).

**MONTHLY THEMES**

**NOVEMBER**  
LEGO Racers: Zoom to the finish line with this engineering activity to experiment with kinetic energy and momentum.

**DECEMBER**  
Build it Up!: Tackle real-life engineering challenges using common materials in creative ways.

**JANUARY**  
Maze Makers: Let physics be your guide to building marble mazes.

**FEBRUARY**  
Zap It! Lab: Prepare for hair-raising science as you explore electricity!

**MARCH**  
Bubbleology: There’s more to bubbles than meets the eye! Explore chemistry, elasticity, and color.

**APRIL**  
Fly High: Catch the wind as you explore the science of flight.

**MAY**  
Trajectory Trick Shots: Design and attempt incredible trick shots that will be YouTube-worthy!
FAMILY STEAM NIGHTS

How can you strengthen your school’s relationship with families to increase academic success? Host a two-hour Family STEAM (science, technology, engineering, arts & math) Night at the Museum of Discovery!

*During a Family STEAM Night, all students from a school or organization are invited to bring their family for a private evening of fun and education at the Museum of Discovery (while the museum is closed to the public). In addition to more than 40,000 square feet of hands-on interactive exhibits, museum staff will present science demonstrations on a variety of topics.*

**Pricing:** $2,000 for up to 400 guests

MUSEUM CAMP-INS

Imagine sleeping next to your favorite exhibit in the museum! It’s not a dream thanks to the camp-in program at the Museum of Discovery! Be a part of an overnight experience that will make lasting memories. In addition to spending the night at the museum, our staff will provide dynamic programming for your group. Availability is limited so book your camp-in early.

**Pricing:** $75 per student, $35 per adult (minimum 50 people, max of 100)
GET INVOLVED

TEEN VOLUNTEER CORPS

The Museum of Discovery is excited to offer an opportunity for teenagers, 14–17 years old, to engage their community in a fun and fulfilling way! The Teen Volunteer Corps helps further the museum experience through small interactive STEAM demonstrations and other activities as well as engaging with guests in galleries. Through their participation in this initiative, teenagers will learn to adapt on the fly and communicate with patrons and staff – all while introducing STEAM to the next generation of Arkansans! To sign up or find more details on this exciting new initiative, please visit museumofdiscovery.org/volunteer/.
The Discovery Network, an initiative of the Museum of Discovery, strives to provide high-quality educational STEAM experiences through hands-on professional development, traveling exhibitions, and events.

The Discovery Network provides training on:

- School readiness
- Science, technology, engineering, arts & math (STEAM) learning
- Sustainable hands-on strategies and techniques
- Inquiry-based facilitation
- Maker spaces and tinkering
- Community engagement and parental involvement
- Cultivating critical thinking, creativity, communication, and collaboration
- Nurturing dispositional shifts like persistence, resilience, and growth mindset

The Discovery Network holds on-site and off-site workshops to empower educators through immersive and collaborative learning opportunities. Fees vary based on workshop content. We offer school and district membership packages, as well as educator scholarships.

To learn more, visit: https://thediscoverynetwork.org/ or contact: bkugler@museumofdiscovery.org