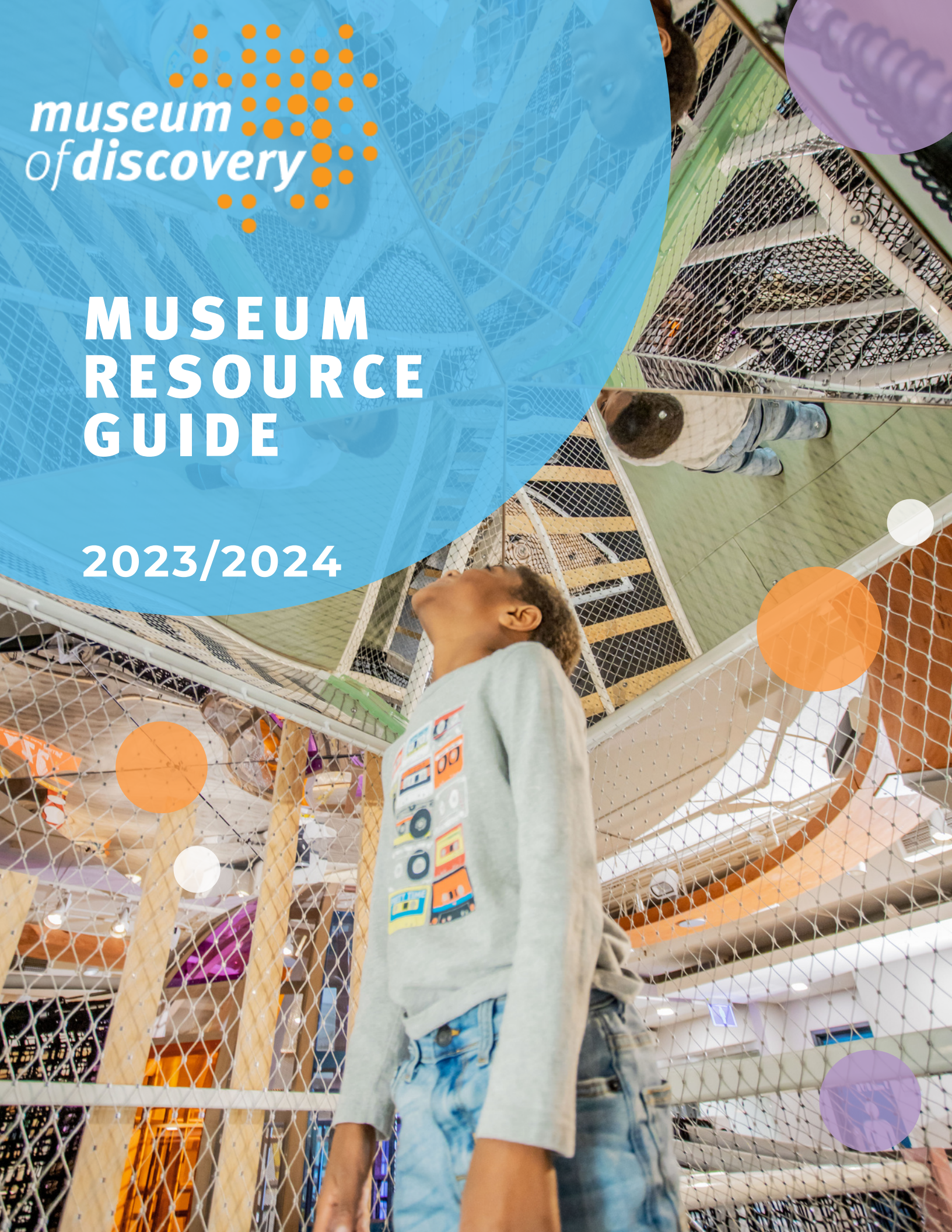




MUSEUM RESOURCE GUIDE

2023/2024



CONTENTS

PLAN YOUR TRIP

Make your reservation.....	3
Fees and Payments.....	4
Getting to the Museum.....	5
Chaperone Information.....	5
Group Visit Schedules.....	5
Featured Exhibits.....	6
Group Behavior Expectations.....	9
Lunchroom Rentals.....	9
Explore Store.....	9

FOCUSED FIELD TRIPS

STEAM Labs.....	10
Life Science Labs.....	12
Dynamic Demonstrations.....	13

MUSEUM ON THE MOVE

Assembly Programs.....	15
Hands-On STEAM Labs.....	16
Life Science Labs.....	17

AFTER-SCHOOL ENRICHMENT

Monthly Themes.....	18
Special Events Brought to You.....	19

NIGHTS AT THE MUSEUM

Family STEAM Nights.....	20
Museum Camp-Ins.....	20

GET INVOLVED

Teen Volunteer Corps.....	21
Discovery Camp Counselors.....	21
Girls in STEM.....	21
Discovering Excellence in Arkansas.....	22
Teacher Professional Development.....	23

PLAN YOUR TRIP

MAKE YOUR RESERVATION

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.

General Museum Tours allow you two hours to explore both floors of the Museum. Additional activities, such as Climber Time, STEAM Labs, Theater Shows, and Lunchroom Rentals, can extend your time at the museum!

Some areas will be closed in October and November while exhibits in two new galleries are installed. Due to limited space and the installation of the exhibits, we will not book field trips from October 9-November 7.



FEES AND PAYMENTS

GROUP RATE DETAILS:

- Group rate pricing is available for groups of 15 or more people from schools or 501(c)3 nonprofit organizations. Groups must register at least two weeks in advance to receive group pricing.
- March–May are high-volume times. Please consider booking spring field trips by January.
- A 1:5 adult-to-child ratio is required for group visitation. Contact the museum if this is a hardship for your group.

GROUP FEES:

- \$9 per child/student.
- \$7 per adult chaperone.
 - School staff (teachers, aides, and bus drivers) are free!
 - To receive the chaperone rate, adults must be included in the school's payment on the day of the field trip.
- There is an additional per-person fee for programs, shows, and labs or other features.
- Museum classrooms can be reserved for lunches for an additional fee.
- The summer group admission rate is \$9 per person, plus applicable programming fees.

PAYMENT:

- Payment is required on the day of the field trip.
- To receive the group rate, all children and adults must be paid at once. Please have a final attendee count before you check in.
- Credit cards, cash, or checks are accepted.
- Museum of Discovery memberships and reciprocal membership benefits do not apply to children or chaperones participating in a group visit.



GETTING TO THE MUSEUM

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 easy walking distance of the museum.

CHAPERONE INFORMATION

We require a ratio of one adult to five children for all groups. 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 the group's orientation.

GROUP VISIT SCHEDULES

Group schedules are created for every guided group visit and provided by the Museum of Discovery upon arrival. These schedules begin and end at the start and end times listed on the group reservation and include any additional programs, climber time or lunchroom rentals that have been requested. Groups are asked to abide by the group schedule and staff directions to avoid overcrowding any one exhibit area. Group schedules are subject to change without notice.

FEATURED EXHIBITS

Our interactive exhibits provide valuable hands-on experiences that match schools' curriculum and align with Next Generation Science Standard Disciplinary Core Ideas.

NGSS: LS1, LS2, LS3, LS4, ESS1, ESS2, ESS3, PS1, PS2, PS3, PS4, and ETS1

NEW! SCIENCE LAB

The new Science Lab gallery celebrates not only the “why” of the physical sciences, but also the beauty and fun of the “try”—hands-on, minds-on opportunities to put science to work in creative ways. Divided into three zones, Forces & Energy, Light & Sound, and Electricity & Magnetism, Science Lab offers almost 40 new experiences that combine experimentation and intuitive exploration of concepts, the most engaging way to learn!



FEATURED EXHIBITS, CONT.

NEW! DYNAMIC EARTH

The re-imagined Dynamic Earth gallery is an immersive experience of sensory, emotional, and intellectual challenges with a strong emphasis on the aesthetic beauty of nature. These experiences are organized around three key engines of change: Adaptations, Transformations, and Forces of Change. Dynamic Earth combines the museum's live animal displays, cabinets of curiosity, and 40 interactive exhibits to explore the ways land, water, and life are inextricably connected, often in unexpected ways, in a system that is constantly in motion.



FEATURED EXHIBITS, CONT.

THREE-TOWER CLIMBER

Elementary school students in groups of up to 30 can reserve time in our two-story, three-tower climber for additional \$1 per student for 30-minute rotations.



ROOM TO GROW

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.

ANIMAL CARE FACILITY

The animal care facility is home to approximately 40 animal ambassadors, including mammals, reptiles, amphibians, arthropods, and birds. Animal ambassadors help teach about the importance of understanding and protecting the natural world.



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 that 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. A lunchroom rental is for 25 minutes and costs \$20 for up to 30 people. Additional rentals may be made to accommodate larger groups. Lunch space is limited and may be unavailable, especially during peak season, March–May.

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.

FOCUSED FIELD TRIPS

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

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.

Grades: 4–8 and up

Cost: \$3 per person

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 states of matter. Listen for pitch and frequency to discover the 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

CHEMICOOOL REACTIONS LAB

You'll have a strong reaction with these exciting chemistry demonstrations as you explore chemical properties with a hands-on activity!

Cost: \$3 per person

Grades: 2-8

NGSS: 2-PS1-1, 5-PS1-2

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 and up

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 and up

Cost: \$5 per person, up to 30 students

NGSS: 6-LS1-3

LIFE SCIENCE LABS

Each of these Life Science labs includes a hands-on experience with unique materials for your students and a visit from one or more of our Animal Ambassadors. Our trained animal handlers will provide in depth knowledge of animal adaptations, behaviors, and habitats to fit your curriculum goals.

Length: 30–45 minutes

Cost: \$4 per person, up to 30 students

A-MAZE-ING ANIMAL ENRICHMENT

You'll learn about the importance of enrichment for animals and will design a playground for rats to explore.

Grades: 1–5

NGSS: 1-LS3-1, 3-LS2-1, 3-LS1-1

INTRO TO ANIMAL CARE

You're going on a veterinarian house call or a museum call for some stuffed animal check-ups.

Grades: Pre-K–2nd

NGSS: LS1A

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 adaptations allow animals to survive in the wild.

Grades: Pre-K–4

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

BUGS, BUGS, BUGS

Grab your magnifying glass to observe some of nature's creepy crawlies and to learn about their role in the environment. You'll put those observation skills to the test by classifying a collection of "buggy biofacts."

Grades: Pre-K–6

NGSS: LS1A

DYNAMIC DEMONSTRATIONS

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 displays, captivating chemistry demonstrations, and a mind-blowing grand finale!

Grades: 2-8

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: 2-8



DYNAMIC 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

BI-POLAR MUSICAL TESLA SHOW (15-MINUTE SHOW AND \$1 PER STUDENT)

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



MUSEUM ON THE MOVE

Our outreach programs bring the excitement of science learning to your school! Whether you are educating one small class or the entire school, we offer a wide variety of programs that meet the needs of your students, enhance your curriculum, and align with Next Generation Science Standards.

ASSEMBLY PROGRAMS

We bring our larger-than-life science experiments to your school!
The show ends with 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 usually great spaces. 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 charges may apply.

AWESOME SCIENCE

Students will take a closer look at swirling vortexes and be amazed by the coolest cryo demonstrations around!

Grades: 2-8



HANDS-ON STEAM LABS

Students will get their brains and hands immersed in science with our Hands-On STEAM Labs! Whether they are reviewing for a test or investigating for fun, our wide variety of classes will have every student excited about learning science and begging for more!

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 LAB

10 out of 10 mad scientists give this ooey-gooey chemistry lab two beakers up! Your students will explore polymers as they 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

This exciting lab explores the world of conductivity as your students design their 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. Students will have just as much fun popping them as they 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 and up

LIFE SCIENCE LABS

Each of these life science labs includes a hands-on experience with unique materials for your students and a visit from one or more of our animal ambassadors. Our trained animal handlers will provide in-depth knowledge of animal adaptations, behaviors, and habitats to fit your curriculum goals.

Length: 30 minutes per class

Cost: \$300 for up to 30 students; additional sessions that day are \$200 each; travel charges may apply. Price breaks for a series of five visits at \$200 per session.

A-MAZE-ING ANIMAL ENRICHMENT

You'll learn about the importance of enrichment for animals and will design a playground for rats to explore.

Grades: 1-5

NGSS: 1-LS3-1, 3-LS2-1, 3-LS1-1

INTRO TO ANIMAL CARE

You're going on a veterinarian house call or a museum call for some stuffed animal check-ups.

Grades: Pre-K-2nd

NGSS: LS1A

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

BUGS, BUGS, BUGS

Grab your magnifying glass to observe some of nature's creepy crawlies and to learn about their role in the environment. You'll put those observation skills to a test by classifying a collection of "buggy biofacts."

Grades: Pre-K-6

NGSS: LS1A

AFTER-SCHOOL ENRICHMENT

We bring the excitement of science learning to you! Our active programs provide all materials plus playful engagement for your students and family groups. Choose from these topics for hands-on science fun.

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–5. Please discuss options for middle school with Beth Nelsen (bnelsen@museumofdiscovery.org; 501-837-3073).

MONTHLY THEMES

SEPTEMBER

Dino Discovery: You're going on a jurassic adventure to unearth dinosaur fossils and to discover dinosaur physical characteristics.

OCTOBER

Crusin' Coaster: You're an amusement park tycoon and it's up to you to design a new rollercoaster using kinetic energy and physics.

NOVEMBER

Animal Adaptations Lab: Have you ever heard sayings such as "eyes like a hawk" or "nose of a bloodhound"? That's because certain animals have heightened senses that allow them to survive in the wild, and you'll explore what some of them are.

DECEMBER

Intro to Tools: Discover the uses for tools and how to identify them.

JANUARY

Tinkering with Spinning and Fidgets: There's more to bubbles than meets the eye! Explore chemistry, elasticity, and color.

FEBRUARY

Good Vibrations: Drop a beat while exploring the relationship between vibrations and sound and playing with pitch.

MONTHLY THEMES, CONT.

MARCH

Space and Eclipse Lab: To understand what will happen during the total solar eclipse on April 8, 2024, you first must travel to space and explore the relationship between sun, moon and earth.

APRIL

Arkansas Weather: You're no stranger to the state's extreme weather, but do you know what causes it? You'll get an up-close look at weather phenomena such as vortexes, hailstorms and rainbows.

MAY

Candy Lab: This lab is sweet, literally! You'll learn candy chemistry, experiment with some of your favorite sweets and even make cotton candy!

SPECIAL EVENTS BROUGHT TO YOU

We have experience bolstering existing community events and STEM festivals by hosting hands-on activities and presenting large-audience shows. Let us know if you would like a portion of our "Tinkerfest" at your next event! Contact Thomas Lipham, Program Director, at tlipham@museumofdiscovery.org for more information.



NIGHTS AT THE MUSEUM

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 and 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 members for a private evening of fun and education at Museum of Discovery (while the museum is closed to the public). In addition to dozens of interactive exhibits, museum staff will present science demonstrations on a variety of topics.

Pricing: \$2,000-\$2,500 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 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

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/

DISCOVERY CAMP COUNSELORS

Counselors assist museum educators in Discovery Camps. Camp counselor duties include: interacting with the campers in a positive manner, managing time and assisting with coordinating transitions, providing general assistance during program and lab activities, helping monitor campers' behavior during free time in the museum galleries, and assisting during snack and lunch breaks. Students must complete the application form for Summer 2024 before Friday, March 15. To learn more and apply, please visit museumofdiscovery.org/volunteer/

GIRLS IN STEM

Museum of Discovery offers free week-long day camps for girls ages 12-14. Girls in STEM gives participants an opportunity to explore science, technology, engineering, and mathematics (STEM) careers with hands-on activities led by female STEM professionals, ultimately encouraging them to continue their interests in STEM. The Museum of Discovery made this a priority as there continues to be a gender gap in STEM careers and leadership roles, with men outnumbering women.

In addition to our day camps for ages 12-14, Girls in STEM now offers separate opportunities for returning participants ages 15 and up! Participation in the spring Leadership Institute will make girls eligible to be a Girls in STEM camp counselor over the summer. Please contact Grace at ggriffiths@museumofdiscovery.org or visit museumofdiscovery.org/girls-in-stem/ for more info.

DISCOVERING EXCELLENCE IN ARKANSAS

Every year, sixth-graders from across Arkansas are selected to participate in Discovering Excellence in Arkansas (DEIA), sponsored by Molex. The purpose of DEIA is to introduce students to STEM career paths in Arkansas. During the evening, students interact and complete activities with STEM professionals. Students must complete the application form and be recommended by their teacher to attend. Students will be chosen based on their demonstrated interest and/or aptitude in STEM.

Three students maximum will be accepted per school. The nominating teacher and both parents of the student are encouraged to attend DEIA with their selected student. No siblings or additional visitors can attend the event.

If you have questions, please contact Beth Nelsen at bnelsen@museumofdiscovery.org. To apply or nominate a student, please visit <https://museumofdiscovery.org/discovering-excellence-arkansas-sponsored-molex/>.



TEACHER PROFESSIONAL DEVELOPMENT

Museum of Discovery strives to provide high-quality educational STEAM experiences through hands-on professional development for educators.

Professional development options include training on:

- School readiness
- Science, technology, engineering, arts and 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

Museum of Discovery holds monthly, on-site workshops to empower educators through immersive and collaborative learning opportunities. Fees vary by workshop. We offer school and district membership packages, as well as educator scholarships.

To learn more, contact: bkugler@museumofdiscovery.org



PROFESSIONAL DEVELOPMENT WORKSHOPS

CSI: CRIME SCENE INVESTIGATORS

Are you a detective at heart who loves mystery and the unexplained? Foster your inner Sherlock Holmes or Nancy Drew with STEAM and solve all of your learning enigmas. In this workshop, we will learn hands-on investigation and critical thinking skills that will satiate any appetite for the suspenseful and intriguing.

September 7 | 9:00 am – 3:30 pm | Museum of Discovery | [Register](#)

DIY SCI!

Come investigate and experiment your way into science phenomena using household materials and everyday items. In this workshop, we'll learn that STEM doesn't always have to be complicated or expensive. We will increase your STEM confidence, all while stimulating curiosity and inspiring wonder.

October 20 | 9:00 am – 3:00 pm | Museum of Discovery | [Register](#)

KITCHEN SCIENTIST

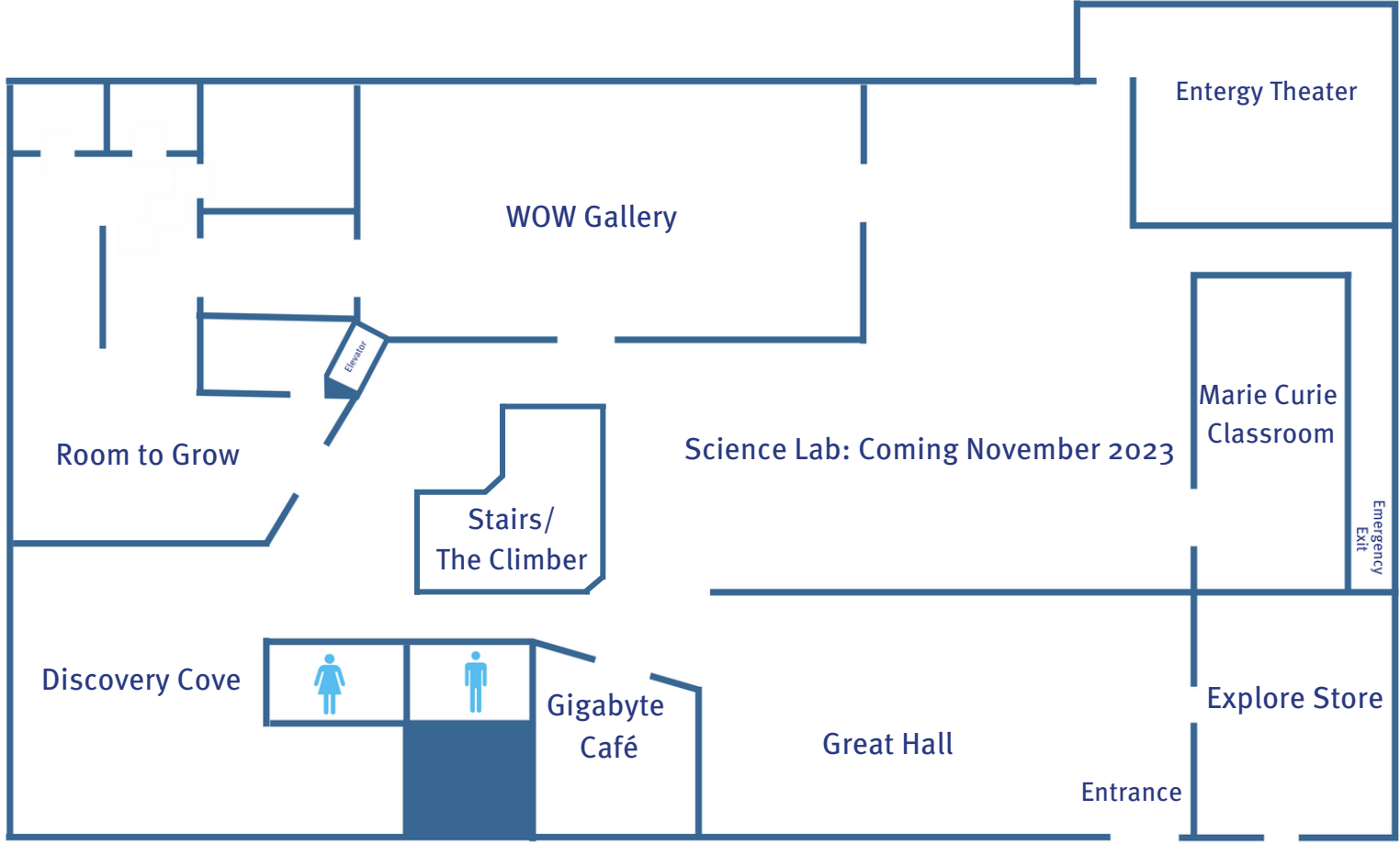
Learn the science behind some of the magic that happens in the kitchen with this delicious workshop! Finally allow yourself to play with your food, all while exploring science phenomena and complex concepts. Bring your learning environment (and kitchen) alive and don't forget your apron in this yummy session.

November 17 | 9:00 am – 3:30 pm | Museum of Discovery | [Register](#)

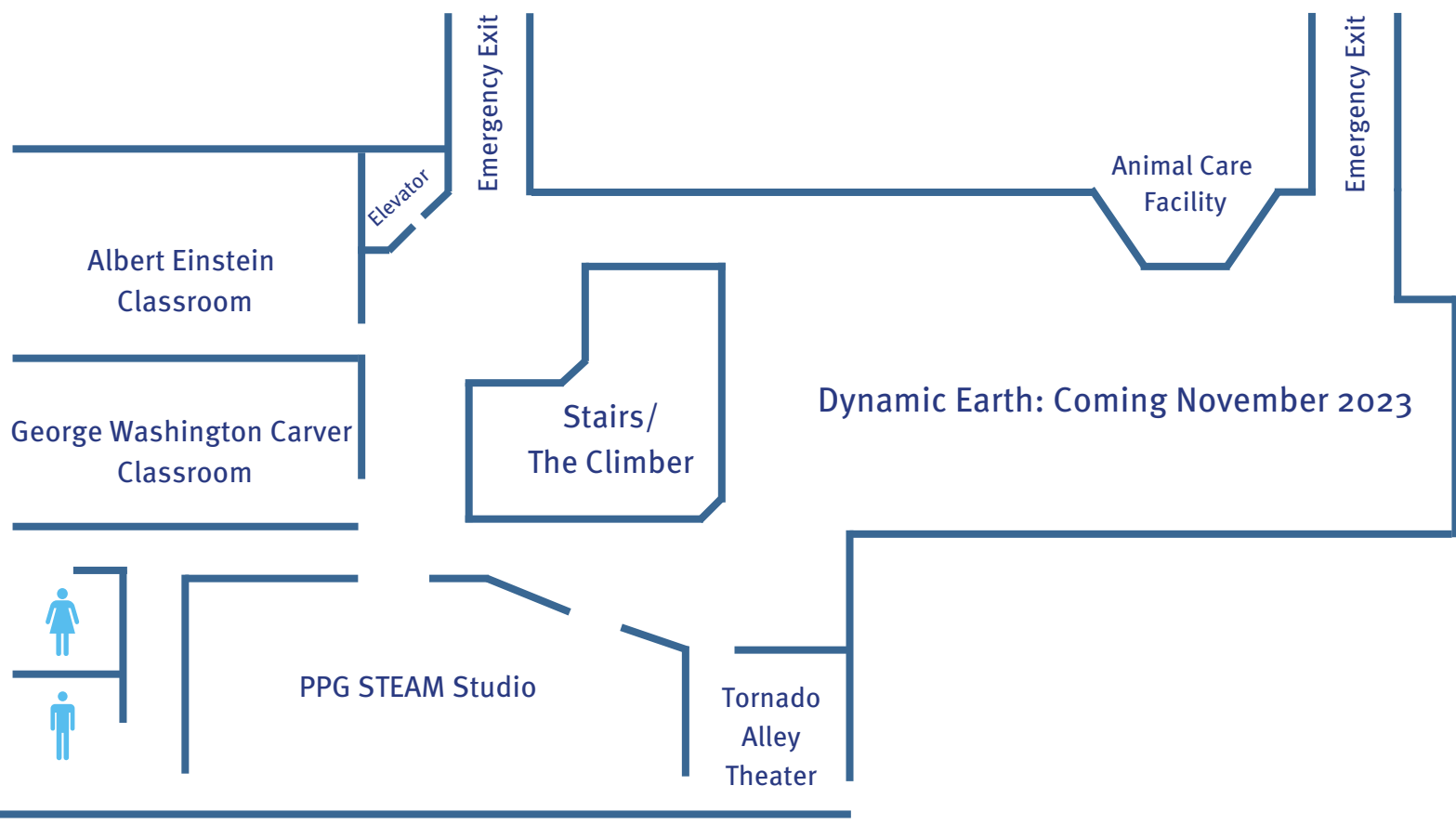
RENAISSANCE FAIRE

Hear ye, hear ye! Joineth the fervent period of the Renaissance era and see how you can take a trip through time with STEM. Experience technology through the ages and learn how to turn any space into a medieval faire that will delight any learner.

December 11 | 9:00 am – 3:30 pm | Museum of Discovery | [Register](#)



UPSTAIRS



DOWNSTAIRS