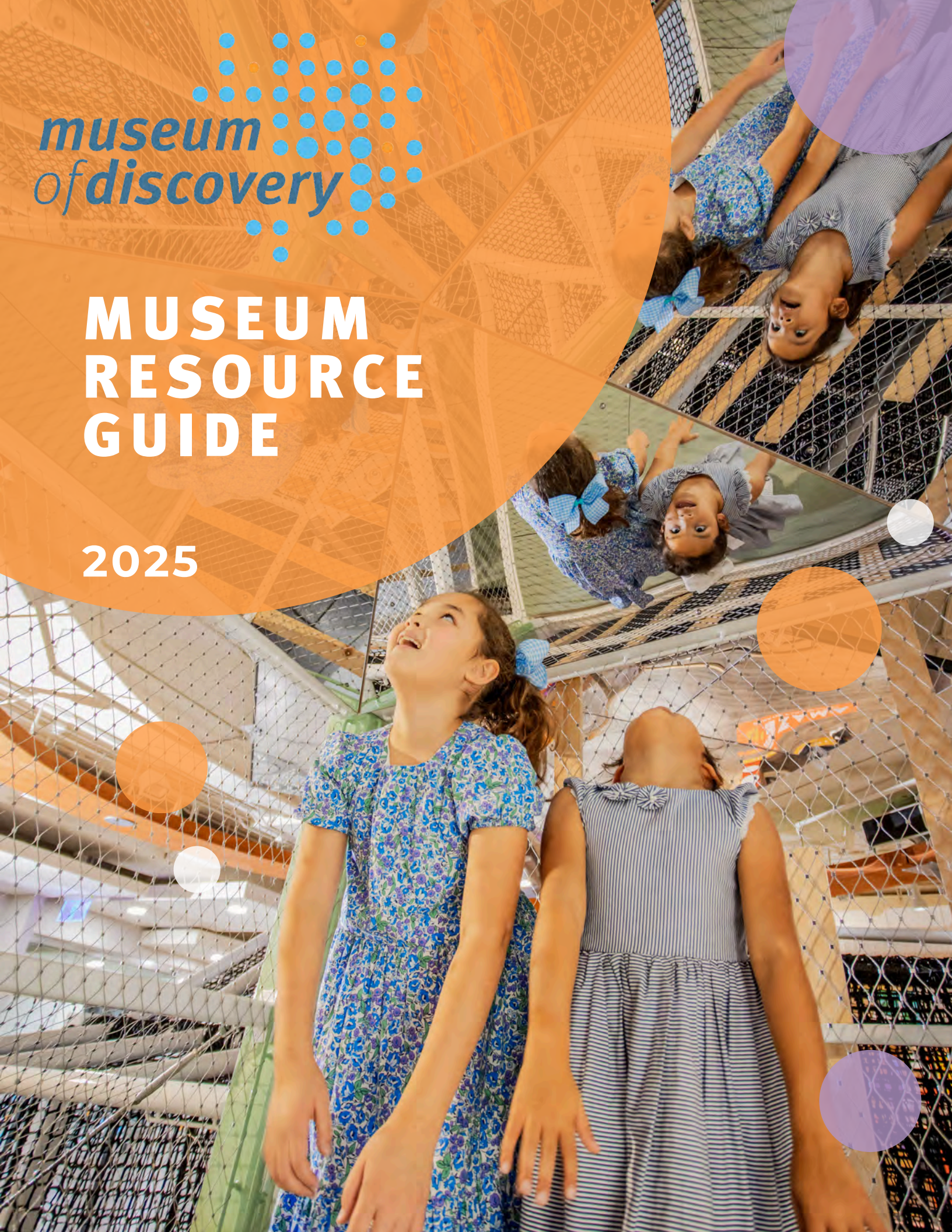




*museum  
of discovery*

# MUSEUM RESOURCE GUIDE

2025



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# PLAN YOUR TRIP

## MAKE YOUR RESERVATION

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

- **Fill Out Museum Inquiry Form**
- Contact Beth Nelsen, program coordinator, at [bnelsen@museumofdiscovery.org](mailto: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!



# FEES AND PAYMENTS

## GROUP RATE DETAILS:

- Group pricing is available for groups of 15 or more people from schools, homeschool groups, 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:

- \$11 per child/student.
- \$11 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 \$11 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.

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 at least 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.

To ensure an inclusive and enjoyable experience for all, please take a moment to review our accessibility information, including details on wheelchair access, sensory resources, and service animal policies: <https://museumofdiscovery.org/accessibility/>

# 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! CURIOSITY SPOT

**NGSS:** ETS1, LS1, PS2, PS4

Curiosity Spot is a zone where kids aged 6 to 9 can flex their curiosity muscles and explore the questions of HOW, WHAT, WHY, and WHAT IF constantly sparking in these young, developing minds. Tinker with sound, walk through a kaleidoscope, create whimsical art, and explore the possibilities where science and art collide.



# FEATURED EXHIBITS, CONT.

## NEW! SMALL FRY FISH CAMP

**Arkansas Early Childhood Education Standards: Social and Emotional Development, Cognitive Development, Physical Development and Health, Mathematical Thinking, and Science and Technology**

Small Fry Fish Camp is an adventurous destination for children 0-6 — a play-focused, immersive environment that inspires curiosity, discovery, and imagination through exploration and creative role-play. Imaginative play helps children develop gross and fine motor skills, navigate the world using their senses, and engage in modeling behaviors of older children and adults that can plant the seeds of life-long interests, even careers. 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.



# FEATURED EXHIBITS, CONT.

## SCIENCE LAB

The 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 experiences that combine experimentation and intuitive exploration of concepts, the most engaging way to learn!





# FEATURED EXHIBITS, CONT.

## DYNAMIC EARTH

The 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.



## 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 roughhousing 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 lunches 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. The fee for lunchroom rentals made during a group visit will be doubled.

# 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. Groups are encouraged to purchase souvenirs in the Explore Store, or get snacks and drinks for the trip home.

# 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.

## 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



# STEAM LABS, CONT.

## ARKANSAS WEATHER

How 'bout that weather? In this hands-on tinkering-focused program, students will learn about the water cycle, create a shelter that can withstand multiple weather phenomena, and see just how much damage a vortex can cause.

**Grades:** K-9

**Cost:** \$3 per person

**NGSS:** K-ESS2-1, K-ESS3-2, 2-ESS1-1, 3-ESS3-1, 4-ESS3-2

## SPACE LAB JR.

3, 2, 1, blast off! Create eclipse shadow art and explore the science of pressure and thrust as we take a deeper look at the challenges of space.

**Grades:** Pre-K-2

**Cost:** \$3 per person

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

## GOOD VIBRATIONS

We're picking up good vibrations! Students will learn how and why sound travels and get an up-close look at this transfer of energy through a series of hands-on activities.

**Grades:** 2-8

**Cost:** \$3 per person

**NGSS:** 1-PS4-1, 4-PS4-1

## OWL PELLET DISSECTION

Join us as we discover what is on an owl's dinner menu and why it is important for us to study what is left behind!

**Grades:** 1-6

**Cost:** \$5 per person

**NGSS:** MS-LS2-2

# 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

## **SENSITIVE SENSES**

Whether it's the eyesight of a hawk or the keen sniffer of a bloodhound, animals have amazing senses to hunt for food or to detect predators. Test your senses and learn our limits compared to those of the best of the best in each sense.

## **STICK TO IT**

Much like Spiderman, some animals are highly adept at running across smooth vertical surfaces. Get sticky with us to put your adhesion skills to the test.

## **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.

## **YOU GOTTA MOVE!**

Like a snake slithering through the grass or an orangutan swinging through the trees animals move in many different ways. Moooooove along with us in this very active study of animal movements and locomotion.

## **SUPER POOPERS**

"You are what you eat," and what you eat changes what comes out the other end! Scat is not only used in tracking, but is helpful in the study of animal health. Observe the difference between herbivore, carnivore, and omnivore scat and be ready to figure out who let what behind!

# 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

## **ALL ABOUT ANIMALS**

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. (Max 25 students per animal program.)

**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

### SCIENCE ADVENTURE

Enjoy our newest outreach show as we explore the awesomeness of lasers and excitement of explosions. Our goal is to generate curiosity within your students, and this show will not disappoint.

**Grades:** K-5

**Cost:** \$3 per person

# 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-goopy 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

# 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

**Electrify Sci:** Teach students the concepts “electrical current” and “electromagnetic field” as well as the basics of circuitry using hands-on activities.

### OCTOBER

**Animal Encounters:** Examine the characteristics, diet and quirks of live animals. Gain an appreciation of conservation and why some species need our attention.

### NOVEMBER

**Mini-Ziplines:** Build, tinker, and test LEGO carriages on this fast-paced downhill zipline. Potential and kinetic energy and friction are all at play in this outreach session.

### DECEMBER

**Science Adventures Show:** Enjoy our newest outreach show as we explore the awesomeness of lasers and excitement of explosions. Our goal is to generate curiosity within your students, and this show will not disappoint.

### JANUARY

**Glow Lab:** Turn out the lights to learn about luminescence! Hands-on exploration of UV lights on phosphorescent sheets makes for bizarre and awesome light and shadow play.\*

\*Room needs to be darkened for this program

# MONTHLY THEMES, CONT.

## FEBRUARY

**Dry Ice Lab:** Dry ice is way cool,  $-109.3$  degrees Fahrenheit to be exact! Your students will be blown away as they perform a series of cryo lab experiments to learn about states of matter and sublimation.

## MARCH

**Stomp Rockets:** Blast off with pressure and aerodynamics. Tinker with fins and angles to get the perfect trajectory.

## APRIL

**Slime Lab:** Students will explore a variety of materials to learn about the wonders of polymers. They will then bring out their inner scientist by mixing a slime concoction of their own.

## MAY

**Awesome Science Show:** Students will take a closer look at swirling vortexes and be amazed by the coolest liquid nitrogen experiments around!\*

\*This show will require a space larger than a typical classroom



# 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](mailto: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:** \$2,500 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 get more details on this exciting new initiative, please visit [museumofdiscovery.org/volunteer/](https://museumofdiscovery.org/volunteer/)

## DISCOVERY CAMP COUNSELORS

Counselors assist museum educators in Summer 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 2025 before Friday, March 14. To learn more and apply, please visit [museumofdiscovery.org/volunteer/](https://museumofdiscovery.org/volunteer/)



# MUSEUM INITIATIVES

## 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. 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 Becca Burks at [bburks@museumofdiscovery.org](mailto:bburks@museumofdiscovery.org) or visit [museumofdiscovery.org/girls-in-stem/](https://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. This event will take place Thursday, March 13.

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](mailto:bnelsen@museumofdiscovery.org). To apply or nominate a student, please visit <https://museumofdiscovery.org/discovering-excellence-arkansas-sponsored-molex/>. Applications are due Friday, March 7.



# EDUCATOR 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 skills
- 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, district, and library membership packages, as well as educator scholarships.

To learn more, contact: [tliham@museumofdiscovery.org](mailto:tliham@museumofdiscovery.org)



# PROFESSIONAL DEVELOPMENT WORKSHOPS

## COLOR OUR WORLD

Ever wonder how light can alter what we perceive or how color even works? Discover the science of color through our inquiry-driven, hands-on workshop. Whether you're an art enthusiast or spectrum scientist this will be an enlightening workshop.

**January 15 | 9:00 am – 3:30 pm | Museum of Discovery | [Register](#)**

## REAL-WORLD STEM

Who runs the world? Girls, specifically women in the STEM professional fields. Experience a day like the participants in our stellar Girls in STEM camp. Meet real-world women in STEM professions, engage in hands-on activities led by our mentors and dive deep into how we can elevate girls in STEM!

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

## ALL ABOUT ANIMALS

Are you a scaly, spikey, and fluffy friend enthusiast? Join us to learn all about animals in this wild session through inquiry-driven investigations and hands-on learning. Greet animal ambassadors and dive deep into Earth's dynamic ecosystems with the museum's animal care staff and new exhibits.

**March 12 | 9:00 am – 3:00 pm | Museum of Discovery | [Register](#)**

## CAMP MOD

Grab your backpack, summer clothes and letters to write home because we're going to camp! Workshop leaders will reveal some of the museum's best kept secrets from the

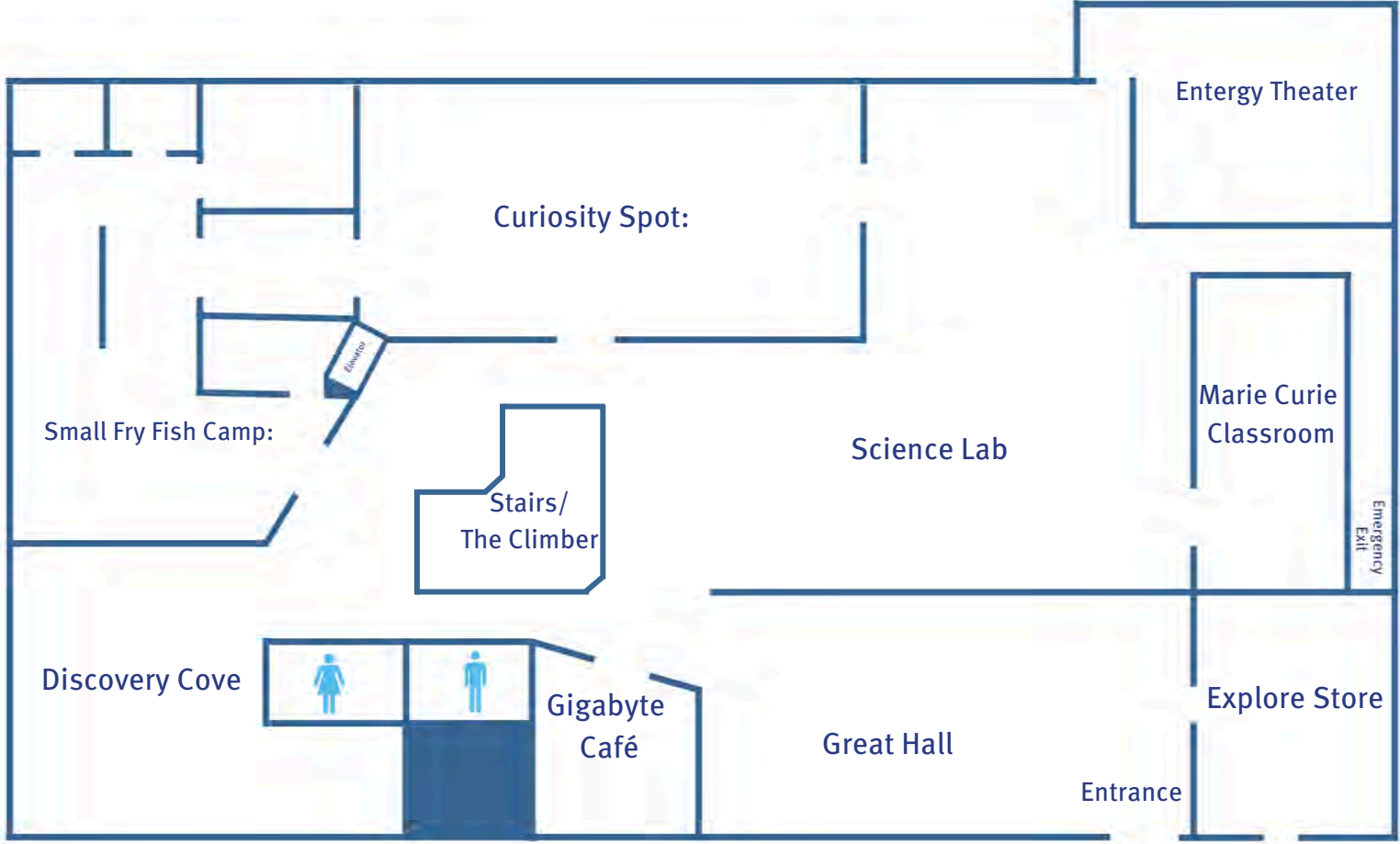
**April 16 | 9:00 am – 3:30 pm | Museum of Discovery | [Register](#)**

## MAKER MARKET

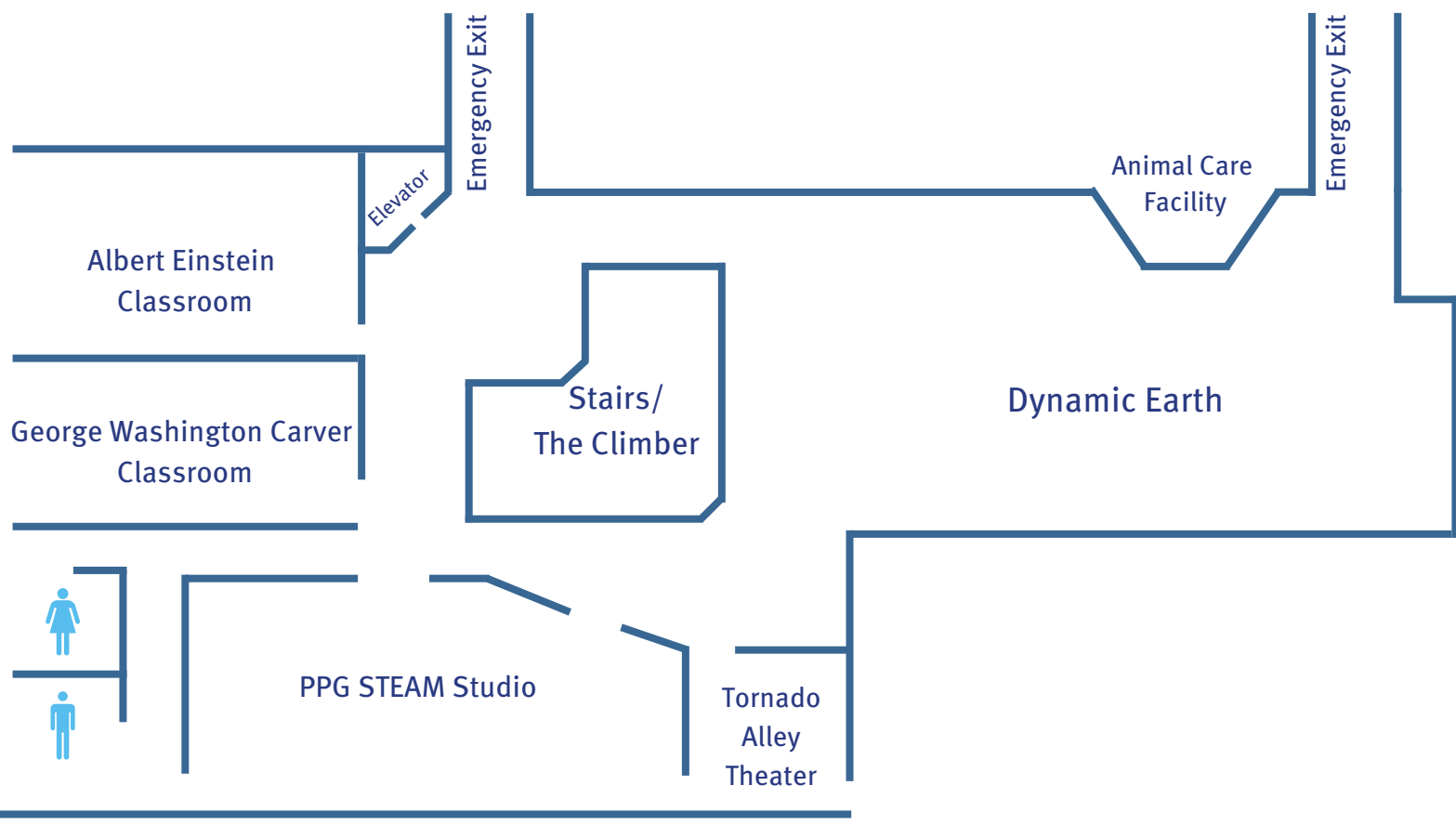
Calling all aspiring entrepreneurs! Bring your maker skills, product ideas and creativity hat to this hands-on, minds-on workshop where we will learn the materials and strategies needed to start maker markets in any setting. We will also explore how to mix economics into STEAM lessons in an educational setting.

**May 16 | 9:00 am – 3:30 pm | Museum of Discovery | [Register](#)**





## UPSTAIRS



## DOWNSTAIRS