



Photo © Nicolaus Czarniecki

BRING AN EXCITING SCIENCE EXPERIENCE TO YOUR GROUP.

Traveling Programs can go almost anywhere in New England—with no mileage fees in Summer 2019! Many are ideal for school-age groups in libraries, camps, and youth clubs. We also have two exciting workshops for preschoolers! These programs cannot be booked for schools, but we have a separate catalog of curriculum enrichment for grades PreK – 12. For more information, visit mos.org/traveling-programs.

Phone

617-589-0354

Email

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PROGRAM DESCRIPTIONS

All programs are appropriate for grades K – Adult except where noted.

PROGRAM DESCRIPTIONS	Sessions Per Day	Session Capacity	Session Length	PRICE	
				Base Price	Additional Same-Day Session
Animal Engineers Let's be animal engineers! Using storytelling, we will investigate how different animals build shelters. Students will explore animal engineering with puppets, sensory materials, and hands-on activities, and they will also meet a special live animal guest that creates its own amazing shelter! The culminating activity of the program combines everything we learned as students help a mother bird build a nest for its eggs. <i>Appropriate for ages 2.9 – 5</i> INT	1-4	20 people	40 minutes	\$330	\$50
Light and Shadows: An Engineering Adventure During an imaginative shadow puppet play, young scientists learn about the creation of shadows and apply their knowledge with hands-on activities! They practice thinking like an engineer while building and testing solutions to a problem encountered in the play. <i>Appropriate for ages 2.9 – 5</i> INT	1 – 4	20 people	40 minutes	\$330	\$50
Night Sky Discover which stars, planets, and other astronomical wonders are visible this evening. Using our portable planetarium, we take you on a tour of the solar system and beyond, and provide useful tips on how you can navigate the night sky from your own backyard. IMM	1 – 4	25 people	30 minutes	\$330	\$50
Blizzards: Outwit the Elements A blizzard is coming! Engineer a tree house to withstand high winds and save snowboarders from a wild mountain avalanche. With two exciting activities, this hands-on workshop gives participants a chance to plan, build, and test their designs against the forces of nature. INT	1 – 4	25 people	50 minutes	\$330	\$50
Reptiles Are reptiles slimy? Are they cold blooded? What actually makes a reptile a reptile? Together we will answer these questions and many more while we become acquainted with some incredible animals from the Museum's <i>Live Animal Care Center</i> . PRES	1 – 2	150 people	30 minutes	\$330	\$100
Rockets: There and Back Again Create an air rocket that launches across the room and engineer a way for a payload to return safely to Earth. This hands-on workshop explores the science behind rockets and space exploration. Use your imagination to plan, build, and test your own design. INT	1 – 4	25 people	50 minutes	\$330	\$50
Science Magic How do magic tricks really work? This program investigates the science behind the “magic” of several classic magic tricks. You might learn how to snatch a tablecloth without disturbing the items on top, make a balloon fireproof, and use electromagnetism to defy gravity. For the grand finale, our educator demonstrates how science can make it safe to lie down on a real bed of nails. PRES	1 – 3	150 people	30 minutes	\$330	\$100
Super-Cold Science Amazing things happen when matter changes temperature. With the help of a Museum educator and an intensely cold liquid, participants experience the remarkable changes in size, form, and behavior that occur when a variety of objects and substances are super-cooled. PRES	1 – 3	150 people	30 minutes	\$330	\$100

KEY

- IMM Immersive Program** Transforms the immediate environment using large-scale materials and models.
- INT Interactive Program** A workshop involving hands-on activities.
- PRES Presentation** Includes demonstrations of unique devices or live animals. Ideally suited to large groups (50+ participants).

FREQUENTLY ASKED QUESTIONS

- Can I book a program for my child's birthday party?** Unfortunately we do not attend birthday parties or visit private homes.
- Do any programs have distance restrictions?** Live animals cannot be away from the Museum for more than six hours, so *Reptiles* cannot be booked for sites more than 100 miles from the Museum. Sites 50 to 75 miles from the Museum can book up to two sessions in a visit. Sites 76 to 100 miles away are limited to a single session.
- Do any programs have space restrictions?** Most programs are indoors-only, except *Super-Cold Science*, *Science Magic*, and *Reptiles*. All programs have varying space needs based on their category and capacity, and *Night Sky* is particularly intense in this regard. See the relevant previews for pictures and dimensions of the program setups.
- How early can you start? How late can you stay?** We can leave the Museum as early as 7:00 a.m. The earliest we can start teaching depends on how long it takes to drive, unload, and set up—factors that vary by program and location. Evening programs must conclude in time for the educator to return to the Museum by 10:00 p.m.
- Why do you charge travel fees?** In Summer 2019, we are NOT charging travel fees to visits in New England! Just program fees and possibly lodging fee (see next question).
- Will my site require an overnight visit?** Any site located more than 150 miles from the Museum will require an overnight stay to make scheduling practical. Sites located 110 to 150 miles from the Museum may choose an overnight because of specific scheduling needs. On all overnight trips, the site is responsible for lodging fees, but not meals. Live animal programs cannot be booked for overnight programs.
- The group presentations are 30 minutes long. Would a longer show be possible?** Yes! We offer “XL” hour-long versions of *Super-Cold Science*, *Science Magic*, and *Reptiles* for an additional \$50. Only one session may be reserved, and bookings are limited to camp/youth/scout groups with solely school-age children.
- We were looking for more of a drop-in activity for our evening or weekend community event. Got anything?** Yes! We can occasionally attend weekend community events or evening community/STEM nights with a small team of educators staffing a drop-in activity station. Some of these visits are charged, and some have funding available. Contact us for more details.



Traveling Programs are made possible by the generous support of:

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| Boston Athletic Association | Jane & Neil Pappalardo Fund | William Randolph Hearst Foundation |
| Gordon Foundation | Lowell Institute | |
| Ina and Lewis Heafitz | The Topol Foundation | Gwill E. York and Paul Maeder |
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Museum of Science.

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GET A SNEAK PEEK

Want More Information? Preview slideshows with activity details and logistical/price information are available for most programs at mos.org/traveling-programs. Select a program from the menu, then click "Program Slide Show, Logistics, and Prices."

Traveling Programs 617-589-0354 mos.org/traveling-programs

TP-19-9814



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TRAVELING PROGRAMS

FOR SUMMER PRESCHOOL PROGRAMS, LIBRARIES, CAMPS, YOUTH GROUPS, AND SPECIAL EVENTS

JULY 2019 – JUNE 2020