Discovery Place is right where you need it to be. A regional network of four hands-on museums (science, nature, and two kids Museums), an Outreach team, and newly developed digital content are all designed to engage and inspire our community to learn science, nature, and design.

Active learning is at the heart of the transformative Discovery Place experience because an active learner is an engaged learner, curious about the world and determined to make the future. An active learner applies what they know and have learned to design a better future for themselves and their community.

Consider how Discovery Place offerings can be paired to reinforce content and build 21st-century skills over time. For example, combine a museum field trip with an IMAX movie at Discovery Place Science, or a field trip with a class at Discovery Place Kids. Even better, share one of our at-home science experiments with families as a follow-up to an in-school visit from our Outreach team, or even host a STEM Family Night for your entire school community! By combining experiences, science becomes a transformative part of your community, not just a one-time destination.

Join us, as we embark upon a new school year, right where you are, and let’s partner to engage your students in meaningful experiences in science, nature, and design.

COVID-19 SAFETY

Whether you bring your class to one of our Museums, or welcome us into your classroom, you can rest assured that we have safety down to a science. We have modified our Outreach programs to address the health and safety of all our students and partners. These updated programs allow for students to engage in hands-on, high-energy learning experiences in science, technology and nature while maintaining a safe environment for everyone. We also offer Digital Classes and Digital Assemblies that you can stream live from anywhere.

All programs meet NC Health and Human Services (NCDHHS) Standards for Schools.
Early Childhood Classes
Early Childhood Classes are thoughtfully designed for our youngest learners. These inquiry-based classes will have children building their emergent STEM literacy skills through hands-on exploration of topics such as sound, weather, forces and the amazing world in which we live.

Grade Pre-K – K

CLASSIFYING CRITTERS
NC: K.L.1, SC: K.S.1, CD-14, CD-15, NGSS: K-LS1-1
Children will be introduced to some of the Museum’s amazing Animal Ambassadors. These lively Museum residents will inspire children to make observations and raise questions as they discover similarities, differences and the defining characteristics of groups of animals.

DIG INTO EARTH SCIENCE
NC: K.P.2, SC: K.P.4A, CD-1
Children will explore the world beneath their feet as they use science tools, including magnets and scales, to measure and describe the properties of earth materials. They will then determine uses for natural materials and discover living and nonliving things in the soil.

I LIKE TO MOVE IT, MOVE IT
NC: K.P.1, SC: K.S.1, CD-15, K-PS2-1
Children will explore the effects of forces, including pushes, pulls, and gravity, on the motion of objects by conducting investigations and attempting unique challenges. Working together, they will test ways forces can manipulate the motion and position of objects in the classroom.

MINI METEOROLOGISTS
Children will become scientists as they use tools to develop skills including measuring, comparing, collecting data, and making weather predictions.

OPERATION RAINFOREST
Children will explore the rainforest in Discovery Place Science’s World Alive to practice observation skills and compare the plants and animals that call the rainforest home. They will also discuss ways their lives are impacted by the rainforest and how they can help and protect this precious biome.

Discovery Place cares about our teachers!
Did you know that teachers receive complimentary general admission to any one of our four locations?
Take advantage of this opportunity to learn more about how Discovery Place exhibits and programs are designed to support STEM learning for students. Please call our Guest Sales team to arrange your complimentary visit.

301 N Tryon Street, Charlotte, NC 28202
**Discovery Place Science labs are dedicated to the exploration of an array of topics, including matter, energy, biotechnology, plants, animals and design. Explore the amazing world in which we live through hands-on, inquiry-based activities that cultivate science and engineering skills.**

**Lab Classes**

50 Minutes  Minimum 15 Students  Dates & Times Customizable  301 N Tryon Street, Charlotte, NC 28202

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**Grades 1 – 2**

**CAN YOU HEAR ME?**

NC: 2.P.1, NGSS: 1.PS4-1

Students will conduct investigations to test how vibrations create sound and then experiment with pitch and volume to explore ways to create music through science.

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**WEATHER WATCHERS**


Using appropriate weather instruments, students will collect weather data to represent different weather conditions. They will then use those quantitative and qualitative measures to describe and predict weather patterns.

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**EVERYTHING MATTERS**


Students will observe and experiment with different states of matter, including solids and liquids, to determine their distinct physical properties.

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**ENGINEERING SOLUTIONS**


Students will follow the steps of the engineering design process by asking questions, gathering information, determining problems, and brainstorming solutions. Students will test their solutions and discuss improvements as they explore different branches of engineering.

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**HUNTING FOR HABITATS**

NC: 1.L.1, SC: 1.L.5, 2.L.5, NGSS: 2-LS4-1

Students will explore various habitats by testing adaptations and observing specimens to determine where certain plants and animals live and how these organisms are able to survive in each unique habitat.

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**Grades 3 – 5**

**MOVE IT OR LOSE IT**


Students will explore the structure and functions of the human skeletal and muscular systems of the human body through a variety of guided inquiry activities and the examination of real human specimens.

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**ANIMAL BEHAVIOR AND ADAPTATION**

NC 4.L.1, SC 4.L.5B, NGSS 3-LS4-4

Observe fascinating behaviors and adaptations of animals. Students will explore a variety of living things and participate in guided-inquiry activities. Live animal encounters enhance the experience.

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**WHAT’S THE MATTER?**


Don’t let the phrase fool you – it’s all matter. Through a series of hands-on experiments, students will better conceptualize atomic movement in different phases and better understand how density affects objects.

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**ECOSYSTEM EXPLORATIONS**

NC 5.L.2, SC 5.L.4A.2, 5.L.4B.4

Travel the world inside the classroom and explore characteristics of several ecosystems, including oceans, forests and grasslands. Students will meet Animal Ambassadors and discover the functions they serve within an ecosystem.

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**FORCE AND MOTION**

NC: 5.P.1, SC: 5.P.5A.

Feel and see the forces around us. Students will experiment with Newton’s Laws of Motion through a variety of activities, then try and harness those laws in a final team challenge.

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**OHM MY CIRCUITS**


Conduct hair-raising experiments with a Tesla coil while students learn the difference between static and current electricity, build a circuit, and create their own battery!

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**INTRO TO ROBOTICS**

NC: 35-AP-03, SC: 3/4/5.DA.2.1

Students will use robots to collect data, perform basic tasks, and navigate a maze. They will become programmers in this crash course into robotics.

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**MATHEMATICAL NATURE**


Students will explore mathematical concepts such as symmetry and angles by creating art and observing mathematical concepts in nature.

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**MOTORS, CIRCUITS, & ART**

NC: 3.V.2, 3.V.3, 4.V.2, 4.P.3.1, 5.V.2, 5.P.1

Go beyond conventional art by engineering a bot that can draw on its own! Discover the parts of a circuit and learn about the role of conductors and insulators. Using the design process, students will collaborate to create Drawbots that will move around and draw freely.
**Grades 6 – 8**

**MAKE: WIND ENERGY**  
NGSS: MS-ETS1  
Learn about renewable energy sources by taking a closer look at wind energy. Students will use the design process to build wind turbine blades and attempt to power a light bulb.

**ENERGETIC CONTRAPITIONS**  
Brace yourself for physics in action! Discover how catapults work and what their uses are both in the past and today. Students will utilize the design process and their engineering skills as they build and test catapults.

**ADVANCED ROBOTICS**  
NC: 68-AP-04, SC: 6/AP.4.1, NGSS: MS-ETS1  
Get an introduction to programming logic and problem solving by utilizing LEGO® EV3 robots and Mindstorm software. Students will complete a series of challenges through robotic automation, including loops and sensor interactions.

**CONCEPTS OF CHEMISTRY**  
Calling all future chemists! Students will mix molecules, investigate rate-altering chemical manipulations and watch as it all goes out with a bang. Lab safety skills will be reviewed.

**THE HUMAN BODY**  
Dive into the human body and discover the systems that keep it working. Students will discover the relationship between different body systems using hands-on activities and real human specimens.

**DNA DETECTIVES**  
Explore genotypes, phenotypes, alleles and traits. Students will gain a deeper understanding of genes and heredity through a series of guided inquiry experiments and investigations.

**FETAL PIG DISSECTION**  
Students will gain a better understanding of the structure and function of the human body and the interdependency of organ systems through the completion of a fetal pig dissection.  
Additional material cost of $10 per participant. Call for information about other specimens available to dissect.

**ENERGIZING ECOSYSTEMS**  
NC: 8.L.3.1, 8.L.3.3 SC: 7.EC.5A.1, 7.EC.5B.1, 7.EC.5B.3, 7.EC.5B.4, NGSS: MS-LS2.A  
Students will follow the energy through an ecosystem as they explore the interconnected relationships of food, water, and nutrients. Meeting Animal Ambassadors and interacting with hands-on stations will help students understand factors and relationships that affect populations in an ecosystem.

**INTRO TO 3D MODELING**  
NGSS: MS-ETS1-2  
Students will use 3D modeling software to learn about the design process that goes into making 3D printed objects.

**DISCOVERY PLACE CARES ABOUT OUR TEACHERS!**  
Did you know that teachers receive complimentary general admission to any one of our four locations? Take advantage of this opportunity to learn more about how Discovery Place exhibits and programs are designed to support STEM learning for students. Please call our Guest Sales team to arrange your complimentary visit.
Nature Classes

Discovery Place Nature classes provide an immersive learning experience for students to explore the Carolinas’ native plants and animals and their role in our environment. Children will develop a sense of wonder and appreciation of the natural world through live animal encounters, fun hands-on activities, creative experiments and planetarium experiences.

50 Minutes  Minimum 15 Students  Dates & Times Customizable  1658 Sterling Road Charlotte, NC 28209

Grades Pre-K – K

CAROLINA CRITTERS
APL-5, APL-9, LDC-4, CD-14, SC: K.S.1A.1, NC: K.L.1

Children will explore several groups of animals while comparing the differences and similarities between animals in each group. Using live animals and artifacts, they will investigate animals up close.

WHAT’S THE WEATHER?

Children will learn the ingredients needed to make weather and use real science tools to make weather predictions. They will also develop skills such as measuring, comparing, collecting data and recording observations.

Grades 1 – 2

ANIMAL LIFE CYCLES
NC: 2.L.1, 2.L.2, SC: 1.S.1A.1, 1.S.1A.8, 2.S.1A.1, 2.L.5A.3, NGSS 1-LS3-1

Students will explore animal life cycles from birth through death. Using live animals, Museum specimens and interactive stations, they will compare the life cycles of different animals while recognizing there are similarities and differences among individuals of the same species.

HABITATS OF THE CAROLINAS
NC: 1.L.1, SC: 1.S.1A.1, 2.S.1A.1, 2.L.5B.1, NGSS 2-LS4-1

Students will take a journey through the Carolinas from the mountains to the sea — stopping along the way to explore how these habitats help meet the needs of native animals. They will examine real specimens and discover animals that call each habitat home.

BLUE SKIES AND STARRY NIGHTS
NC: 1.E.1, NGSS 1-ESS1-1, SC: 1.P.2A.1

Students will immerse themselves in a planetarium experience and discover the differences between the day and night sky. Using live solar system models, students will recognize changes in the moon from day to day and even simulate a solar eclipse!

Grades 3 – 5

POWER OF POLLINATORS

Students will model pollination and discover why plants need pollinators to survive. Using hands-on group work, they will investigate the structures of a plant and observe pollinators up close.

Discovery Place cares about our teachers!

Did you know that teachers receive complimentary general admission to any one of our four locations?

Take advantage of this opportunity to learn more about how Discovery Place exhibits and programs are designed to support STEM learning for students. Please call our Guest Sales team to arrange your complimentary visit.
Rockingham In-Person Outreach Classes

Bring Discovery Place experiences to your school or community! Outreach programs are designed to meet the interests and educational requirements of your group by aligning curriculum with both North and South Carolina state standards and Next Generation Science Standards. These programs complement both in-school and out-of-school learning for Pre-K through Grade 5.

Grades Pre-K – K

**PUSH, PULL, GO!**
NC K.P.1, CD-I5, LD-7
Children will explore physics through play. They will experiment with the position and motion of a variety of objects and how forces affect them.

**WHAT’S THE WEATHER?**
NC K.E.1, SC K.E.3
Observe and describe weather conditions throughout the seasons. Engage in critical thinking to choose weather-appropriate clothing. Use real meteorological tools to explore how scientists utilize them to collect data.

Grades 1 – 2

**MATTER MATTERS**
NC 2.P.2, SC 2.P.3, NGSS 2.P.S1
Observe instantaneous phase changes. Investigate the properties of solids, liquids and gases through hands-on experiments. Measure and compare different states of matter. Test for special properties in a variety of materials.

**TODAY’S FORECAST**
NC 2.E.1, SC 2.E.2
Become amateur meteorologists by using weather tools to collect data such as temperature, precipitation and wind. Compare and analyze the data to determine seasonal weather patterns and communicate their meteorological findings through forecast presentations.

**YOU CAN BUILD IT**
NC 1.P.1.3, SC 1.S.1B.1, 2.S.2B.3, NGSS K.2.ETS1, 2.P.S1-1
Students will explore balanced forces and use their problem-solving skills to construct, test and improve model structures such as high-rise towers, bridges, pyramids and more.

**SOUND IS VIBRATION**
NC 2.P.1.1, 2.P.1.2, NGSS 1.P.S4-1
Students explore what sound is, how it is created and how we perceive it. Students will experiment with a variety of vibrating materials to understand the relationships between frequency and pitch and amplitude and volume.

Grades 3 – 5

**ALL THAT MATTERS**
Conduct experiments to compare the properties of three states of matter: solids, liquids and gases. Observe rapid phase changes through demonstrations. Investigate a variety of materials by testing them for special properties such as conductivity, magnetism and opacity.

**CHEMICAL CHANGES**
NC 5.P.2.3, NGSS 5.P.S1-4
Engage in action-packed chemical reactions while learning about the properties of materials, the difference between physical and chemical changes and how to recognize when a chemical change has occurred.

**FORCES AND MOTION**
Newton’s Laws of Motion come alive in this class packed with hands-on activities. Students will perform experiments for each of Newton’s Laws using tools such as hover pucks, cars and more. In a grand finale that synthesizes student learning of all three laws, witness a balloon rocket car in action!

**ELECTRIFYING ATTRACTION**
Through hands-on exploration, students will build a variety of circuits including series and parallel, investigate the properties of magnets, and explore the relationship between magnets and electricity. Experience an unforgettable visual representation of static and current electricity with a hair-raising Yann De Graaff encounter!

Classes at Discovery Place Kids – Huntersville and Rockingham will be announced soon!
In-Person Outreach Classes

Bring Discovery Place experiences to your school or community! Outreach programs are designed to meet the interests and educational requirements of your group by aligning curriculum with both North and South Carolina state standards and Next Generation Science Standards. These programs complement both in-school and out-of-school learning for Pre-K through Grade 8.

Grades Pre-K - K

**PUSH, PULL, GO!**
NC K.P.1, CD-15, LD-7
Children will explore physics through play. They will experiment with the position and motion of a variety of objects and how forces affect them.

**SENSORY SCIENCE**
NC K.P.2, SC K.L 2A.4, CD-15, LDC-3, LDC-7
Children will use their senses to make scientific observations while learning new vocabulary to describe the world around them.

**LITTLE BUILDERS**
NC K.P.1, SC K.L 2A.1, APL-6, APL-9, ESD-5, LDC-7, CD-11, CD-15, NGSS K-2-ETS1-2, K-PS2-1
Children will use building materials to complete a series of problem-solving challenges and test and improve their solutions.

**ANIMAL ADVENTURES**
NC K.L.1, SC K.L 2A.3, LDC-3, LDC-7, CD-15
Meet a variety of animal friends, including those with fur, feathers, scales, and exoskeletons. Live animal encounters will be enhanced through play with lifelike puppets.

**Grades 1 - 2**

**MATTER MATTERS**
NC 2.P.2, SC 2.P.3, NGSS 2-PS1
Observe instantaneous phase changes featuring liquid nitrogen! Investigate the properties of solids, liquids and gases through hands-on experiments. Measure and compare different states of matter. Test for special properties in a variety of materials.

**WHAT’S THE WEATHER?**
NC K.E.1, SC K.E.3
Observe and describe weather conditions throughout the seasons. Engage in critical thinking to choose weather-appropriate clothing. Use real meteorological tools to explore how scientists utilize them to collect data.

**DINOSAUR DAYS**
NC K.L.1, SC K.L 2A.3, HPD-4, HPD-5, APL-1, APL-2
Children will become paleontologists as they excavate a dig site, explore real fossilized specimens, and create models of imprint fossils.

**ALL ABOUT ANIMALS**
NC 1.L.1, 1.L.2, 2.L.1, SC 2.L.5A.1, NGSS 2-LS4-1
Get up close and personal with the animal kingdom in this tactile exploration of seven major classes of animals. Students will learn how biologists classify animals by examining real specimens for unique characteristics. Students will have a close encounter with living creatures from Discovery Place!

**I’M AN ENGINEER**
NC 1.P.1.1, 1.P.1.3, SC 1.S.1B.1, 2.S.2B.1, APL-2, APL-4A.2, NGSS K-2-ETS1
Discover what it’s like to be an Electrical, Mechanical and Civil Engineer. Using the Engineering Design Process, students will analyze engineering challenges, design and construct solutions, and test and improve their designs.

**YOU CAN BUILD IT**
NC 1.P.1.3, SC 1.S.1B.1, 2.S.2B.1, NGSS K-2 ETS1, 2-PS1-1
Students will explore balanced forces and use their problem-solving skills to construct, test and improve model structures such as high-rise towers, bridges, pyramids and more.

**TODAY’S FORECAST**
NC 2.E.1, SC 2.E.2
Become amateur meteorologists by using weather tools to collect data such as temperature, precipitation and wind.

**SOUND IS VIBRATION**
NC 2.P.1.1, 2.P.1.2, NGSS 1-PS4-1
Students explore what sound is, how it is created and how we perceive it. Students will experiment with a variety of vibrating materials, as well as an oscilloscope and their own voices, to understand the relationships between frequency and pitch and amplitude and volume.

**CATAPULT CREATORS**
SC 1.S.1B.1, 2.S.1B.1, NGSS K-2 ETS 1-1, K-2 ETS 1-3
Throw yourself into catapults and the Engineering Design Process. Students learn about potential and kinetic energy as they design, build, test and improve their own catapults.

**DINO TIME**
SC 2.L.5A.1, 2.L.5A.2, NGSS 2-LS4-1
Dig into paleontology! Students will explore real fossils, create their own imprint fossils and use tools to uncover the past.

**PRICING**
Call for pricing
Customized programs require a minimum two-week lead time and pricing may vary.
We have a broad catalog of workshops to select from and offer customized programs to meet your needs.
**ESCAPE ROOM ROBOTS**

NC 35-CS-03, 35-DA-07, 35-AP-08, 35-AP-10, 35-AP-11, 35-AP-15

Help, my robot is trapped! Students will use critical thinking skills to analyze a given problem: their robot is trapped in a room. In order to escape, students must write code, troubleshoot, and use computational thinking. Do your students have what it takes to crack the code and help their robot escape?

**ALL THAT MATTERS**


Conduct experiments to compare the properties of three states of matter: solids, liquids and gases. Observe rapid phase changes through Liquid Nitrogen demonstrations. Investigate a variety of materials by testing them for special properties such as conductivity, magnetism and opacity.

**ANIMAL EXPLORATIONS**

NC 4.L.1, 5.L.1, 5.L.2

Examine real human bones, tissues and artificial joints to learn how the muscular and skeletal systems function together to support, protect, and move the human body.

**WIND ENERGY ENGINEER**

NC 4.P.3.1, SC 3.S.1B.1, 4.S.1B.1, 5.S.1B.1, NGSS 5-PS2-1

Students will harness the power of renewable energy by using critical thinking and problem-solving to design, build and test turbine blades to convert wind energy into electricity. Put your STEM skills to work to successfully complete this engineering challenge by generating the required amount of electricity.

**CHEMICAL CHANGES**

NC 3.P.2.3, NGSS 5-PS1-4

Engage in action-packed chemical reactions including exploding hydrogen balloons while learning about the properties of materials, the difference between physical and chemical changes and how to recognize when a chemical change has occurred.

**ELECTRIFYING ATTRACTION**


Through hands-on exploration, students will build a variety of circuits including series and parallel, investigate the properties of magnets, and explore the relationship between magnets and electricity. Experience an unforgettable visual representation of static and current electricity with a hair-raising Vann De Graaff encounter!

**CATAPULT ENGINEER**

NC 3.P.1.1, 3.P.1.2, 3.P.1.4, SC 3.S.1B.1, 4.S.1B.1, 5.S.1B.1, 5.P.5A, NGSS 3-PS2-1, 4-PS3-1, 4-PS3-3, 3-5 ETS1

Students will explore the physics of projectiles and potential and kinetic energy as they use the Engineering Design Process to design, build, test and improve their catapults to achieve the ultimate launch.

**CATAPOULT ENGINEER**

NC 3.P.1.1, 3.P.1.2, SC 3.S.1B.1, NGSS 3-ETS1

Students will explore the physics of projectiles and potential and kinetic energy as they use the Engineering Design Process to design, build, test and improve their catapults to achieve the ultimate launch.

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**FORCES AND MOTION**


Newton’s Laws of Motion come alive in this class packed with hands-on activities. Students will perform experiments for each of Newton’s Laws using tools such as hover pucks, fan cars and more. In a grand finale that synthesizes student learning of all three laws, witness a rocket car in action!

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**ROBOTICS ENGINEER**

NC 68-CS-03, 68-AP-13, 68-AP-15, 68-AP-17

Students will be presented with a real-world challenge that can be solved with the help of a robot. They will use the Engineering Design Process, employ computational thinking, troubleshooting, coding, and programming to achieve success.
In-Person Outreach Workshops

Perfect for both schools and afterschool programs, these multi-session programs allow students to take a deeper dive into STEM through thematically linked, cross-curricular learning. Students will engage in real-world applications, make career connections and cultivate problem-solving skills in specially curated experiences.

**In-Person Outreach Workshops**

3 or more one-hour sessions  |  Maximum 25 Students  |  Dates & Times Customizable

**ENGINEERING IS ELEMENTARY**

**GRADES 1 - 2 AND 3 - 5**

NC VARY BY UNIT, SC 1.S.1A, 2.S.1A, 3.S.1A, 4.S.1A, 5.S.1A, NGSS K-2-ETS1-1, K-2-ETS1-2, 3-5-ETS1-3

Students will use the Engineering Design Process to design, build, and test their own solutions to real-world problems.

**MINI MAKER**

**GRADES 1 - 2**

NC VARY BY MAKE, SC 1.S.1A, 1.S.1B, 2.S.1A, 2.S.1B, NGSS K-2-ETS1-1, K-2-ETS1-2, K-2-ETS1-3

Students will become makers as they design, create, build, innovate and problem-solve in this hands-on workshop. Students engage in a series of make projects that highlight STEAM, allow for self-expression and foster critical thinking.

**MINI CSI**

**GRADES 1 - 2**

NC 2.L.2.2

Students will become detectives during this crime-busting workshop. Apply investigative techniques including fingerprint analysis, chromatography and chemical analysis to solve a mystery.

**THINK IT, PLAN IT, MAKE IT**

**GRADES 3 - 5**

NC 3.S.1A, 3.S.1B, 4.S.1A, 4.S.1B, 5.S.1A, 5.S.1B, NGSS 3-5-ETS1-1, 3-5-ETS1-2, 3-5-ETS1-3

Students will use the Engineering Design Process to design, build, innovate, and problem-solve as they channel their inner scientist, engineer, and artist to create, think critically and cooperate on a series of STEAM-based makes.

**CODE KIDS**

**GRADES 3 - 5**


Students will get a boost in this in-demand skill as they explore coding basics including functions, loops, conditionals, and troubleshooting through both plugged and unplugged activities.

**FORENSICS CRIME LAB**

**GRADES 6 - 8**


Students will use technology to decipher evidence found at a crime scene. DNA analysis, chromatography, weapon matching, and spatter analysis are some of the tools available to student investigators to solve the crime.

**ENGINEERING DESIGN THINKING**

**GRADES 6 - 8**

SC 6.S.1A, 6.S.1B, 7.S.1A, 7.S.1B, 8.S.1A, 8.S.1B, NGSS MS-ETS1-1, MS-ETS1-2, MS-ETS1-3, MS-ETS1-4

Students will use the Design Thinking Process to produce a product or solve a problem. By developing a design thinking mindset, students will focus on empathy, ideation, prototyping, and experimentation.

**PRICING**

Call for pricing

Customized programs require a minimum two-week lead time and pricing may vary.

We have a broad catalog of workshops to select from and offer customized programs to meet your needs.

**PRICING**

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Assemblies
Energize your students with a high-octane science experience. Assemblies can accommodate up to 300 students at a time and cover a wide range of topics. The dynamic action includes audience participation, demonstrations and live experiments.

- 50 minutes
- Dates & Times Customizable
- Minimum 25 Students

Grades K – 8
MATTER OF SCIENCE
Chemistry and physics come alive during this action-packed presentation. Wow your students with wonder-filled demonstrations involving combustion, changing states of matter, electricity and liquid nitrogen.

Grades 3 – 8
ENERGY, ENERGY, ENERGY
Without energy we wouldn’t be able to listen to music, play sports or finish our homework. Students will identify energy and energy transformation as amazing demonstrations illuminate the science behind electrical, chemical and thermal energy.

Call for pricing
We also offer Digital Assemblies you can stream from anywhere!

Starlab Planetarium
Starlab Planetarium requires access to electricity and a minimum set-up space of 11 feet in height and clear floor area of 22 x 22 feet for the small dome, and 16 feet in height and clear floor area of 28 x 28 feet for the large dome. Maximum capacity inside the small dome: 30, large dome: 50.

DAY AND NIGHT
PRE-K – GRADE 2
Explore our ever-changing sky and learn to recognize differences in the day and night sky, including changes in the appearance of the moon.

SOLAR SYSTEM SPECTACULAR
GRADES 3 - 8
Explore the solar system to learn about the sun, planets, asteroids and moons that make up Earth’s neighborhood.

STARRY STARRY NIGHT
GRADES 3 - 8
Witness the wonders of the universe in this in-depth look at the relationship between Earth and its nearest neighbor in space. Learn about what causes day, night and changes in the appearance of the moon.

PRICING

*Delivery of Starlab programs is dependent on CDC guidelines for COVID safety.

Festival Booths
Festival Booth programs display exciting science topics for visitors to explore at their leisure. Each experience consists of a table staffed by a Discovery Place educator conducting hands-on experiments and demonstrations as well as self-guided learning time. Small groups of visitors will have a brief (5-10 minute) interaction at each booth. Appropriate for all ages and a great addition to festivals, family nights, school functions and community events.

- 1 Hour
- Dates & Times Customizable
- Approximately 60 Visitors

Family STEM Nights
Want to get the entire community involved in STEM? Family Nights are a great way to engage and inspire learners of all ages. From explosive assemblies, out-of-this-world Starlab planetarium programs and live animal encounters, we can design an unforgettable experience for the whole family. Perfect for back-to-school nights, PTA events, and community celebrations.

- 90 minutes
- Dates & Times Customizable

Basic Package
UP TO 150 PARTICIPANTS
Select 1:
Starlab Planetarium (1 hr)
4 Station-based Experiments (1 hr) requires volunteer assistance
Festival Booth (1 hr)

Premium Package
UP TO 300 PARTICIPANTS
Select 2:
Starlab Planetarium (1 hr)
4 Station-based Experiments (1 hr)
requires volunteer assistance
Festival Booth (1 hr)
Digital Classes

Bring exciting demonstrations and at-home experiments right to your virtual classroom. These engaging and interactive classes are tailored to your class’s grade level and curriculum standards.

MATTER MATTERS
GRADES PRE-K - 2
NGSS 2-PS1-1
Observe instantaneous phase changes featuring liquid nitrogen! Investigate the properties of matter and its different phases through at-home experiments.

ALL THAT MATTERS
GRADES 3 - 8
NC 6.P.2, 6.P.2.2
Through demonstrations featuring liquid nitrogen and at-home experiments, students will gain a greater understanding of the properties of matter in its various phase, and how heat affects particle motion and density.

STARRY, STARRY NIGHT
GRADES PRE K - 5
Witness the wonders of the universe in this in-depth look at the Earth/Moon/Sun system. Learn about what causes day and night and changes in the appearance of the moon. Observe and recognize patterns in the night sky.

SOLAR SYSTEM SPECTACULAR
GRADES 3 - 8
Travel through the solar system with our virtual planetarium to learn about the sun, planets, asteroids and moons that make up Earth’s neighborhood. Investigate space exploration as you join Apollo astronauts on a trip to the moon and visit the red planet with the Mars rovers.

MOVING WITH ANIMALS
GRADES PRE K - K
APL-1, APL-2, APL-8, LDC-7
In this interactive class, students will meet live animals from the Discovery Place Living Collection. They will become familiar with the differences between living and nonliving things, and work with an educator to demonstrate how animals move.

ANIMAL LIFE CYCLES
GRADES 1 - 2
NC 2.L.1.1, SC 2.L.3A.2, NGSS 1.LS3-1
In this interactive class, students will meet live animals from the Discovery Place Living Collection. They will become familiar with the needs of all animals, and work with an educator to describe the life cycles of different animals while learning from home.

ANIMALS IN THEIR ENVIRONMENT
GRADE 1 - 2
NC 1.L.1.1
In this interactive class, students will meet live animals from the Discovery Place Living Collection. They will become familiar with animal habitats, and work with and educator to describe the needs of different animals in their environment.

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ANIMALS IN THEIR ENVIRONMENT
GRADES 3 - 5

In this interactive class, students will meet live animals from the Discovery Place Living Collection. They will become familiar with the function of different animals in their ecosystem, and work with and educator to demonstrate how animals use adaptations to meet their needs while learning from home.

ANIMAL ECOLOGY
GRADES 6 - 8

In this interactive class, students will meet live animals from Discovery Place. They will become familiar with relationships between producers, consumers, and decomposers while working with an educator to demonstrate how abiotic and biotic factors affect animal populations in an ecosystem.

PUSH, PULL
GRADES PRE-K - 2
NC K.P.1, NC 1.P.1, 1.P.1.1, 1.P.1.2, 1.P.1.3

Explore how forces such as pushes, pulls, gravity, and magnets can affect the motion of an object. Make predictions and join in at-home experiments.

FORCES AND MOTION
GRADES 3 - 8

Newton’s Laws of Motion come alive in this class with exciting demonstrations coupled with at-home experiments. Make predictions and investigate how changes in mass, force, gravity, and friction affect the motion of an object.

STORYBOOK SCIENCE
GRADES PRE-K - K

Can your house stand up to the Big Bad Wolf? Can you build a bridge over the river? Use engineering skills to test the science behind some of your favorite stories.

I’M AN ENGINEER
GRADES PRE-K - 2
SC K.S.1B, NGSS K-2-ETS1-1, K-2-ETS1-3, SC 1.S.1B.1, 2.S.1B.1, 2.S.1A, NGSS K-2-ETS1-1

Discover what it’s like to be an engineer. Using the Engineering Design Process, students will analyze engineering challenges, design and construct solutions, test and improve their designs.

MUSCULOSKELETAL MARVELS
GRADES 3 - 5
NC 3.L.1.1, 5.L.1.2

Investigate real human bones, tissues and artificial joints to learn how the muscular and skeletal systems function together to support, protect, and move the human body.

BODY SYSTEMS
GRADES 3 - 8

Explore the human body and discover the tissues, organs, and systems that keep you working. Observe real human specimens and join in at-home activities to analyze several body systems.

AEROSPACE ENGINEER
GRADES 3 – 8

NASA’s Artemis mission, which will put the first woman and next man on the Moon, will pave the way for the ultimate goal of sending astronauts to Mars. Engage in engineering challenges to aid Artemis astronauts in their mission.
Digital Assemblies

Bring science and nature to your students through a virtual connection. Our educators will create an educational experience that draws students in and keeps them engaged.

**30-Minutes**  
**Unlimited Students**  
**Dates & Times Customizable**

**BACKYARD BIOLOGY**  
**GENERAL AUDIENCES**

Students will have the opportunity to experience science and nature firsthand through live animals, exciting demonstrations and engaging conversations. Join our curators and resident animals as they share some tips on how to explore and discover the richness of your backyard. Plus, learn some techniques to see and hear what is hiding in plain sight all around you.

**A MATTER OF SCIENCE**  
**GENERAL AUDIENCES**

Chemistry and physics come alive during this action-packed presentation. Wow your students with wonder-filled demonstrations featuring combustion, changing states of matter, electricity and liquid nitrogen.

**PHYSICAL PHENOMENA**  
**GENERAL AUDIENCES**

Follow along with our Museum educators as they demonstrate the fascinating physical phenomena and scientific principles that govern our world. Join us virtually to experience some amazing exhibits in Discovery Place’s Cool Stuff exhibit along with experiments in our virtual lab.

**JOURNEY TO SPACE - VIRTUAL PLANETARIUM**  
**GENERAL AUDIENCES**

Witness the wonders of the universe in our virtual planetarium as we journey into our solar system and beyond. Explore planets, moons, constellations and galaxies as well as learn about the past, present and future of space exploration.

**ANIMAL CARE: BEHIND-THE-SCENES**  
**GENERAL AUDIENCES**

Our Museums are home to a wide variety of animals. Go behind-the-scenes with our curators and animal residents to discover what goes into providing proper diet, environment and enrichment for our animal ambassadors.
Pricing

Field Trips to a Discovery Place Museum
Enrich your students’ experience by visiting a Discovery Place Museum. Pricing applies to a minimum reservation of 15 paid participants. One adult chaperone is required for every 10 students and admitted to the Museum for free; fees are charged for additional chaperones. To ensure the safety of all students, chaperones must stay with their group at all times.

- Discovery Place Science: $11
- Discovery Place Nature: $6
- Discovery Place Kids-Huntersville: $8
- Discovery Place Kids-Rockingham: $6
- Museum Classes: $6

Workshops on Your Campus
Multi-session programs that focus on a single science topic which are facilitated on your campus.

- Tier 1 Workshop 6 Sessions: $1,800
- Tier 1 Workshop 12 Sessions: $3,600
- Tier 2 Workshop 6 Sessions: $2,100
- Tier 2 Workshop 12 Session: $4,200

Outreach Options at Your School
Bring Discovery Place Educators to visit your school.

- Class: $250
- Assembly: $450
- Mobile Star Lab Planetarium (Small): $250
- Mobile Star Lab Planetarium (Large): $350
- Festival Booth (2 Hours): $350
- Festival Booth (Each Additional Hour): $100
- Family Stem Night: $350
- Family Stem Night Premium: $450
- In-County Mileage: $25

Virtual Outreach Options
Exciting demonstrations and at-home experiments right to your virtual classroom live-streamed from our Digital Studio sponsored by T-Mobile.

- Class: $200
- Assembly: $350
- Science Kits: $12