



2018-2019



Explore Amazement Square and the museum's new Genworth Education Center through hands-on, inquisitive and problem solving school programs!



Amazing Adventure School Programs

Learning comes alive with our hands-on *Discovery* and *Makerspace Programs*.

All programs compliment Virginia SOLs and give students from 2nd Grade to Middle School the opportunity to see, touch, and explore their way through the wonderful world of inquiry-based learning!

Add 1 *Discovery Program* for just \$4 more per student.

Add 2 *Discovery Programs* for just \$7 more per student.

Add 3 *Discovery Programs* for just \$10 more per student.

Add 1 *Makerspace Program* for just \$5 more per student.

All school programs require a minimum of 10 students.

One chaperone for every 5 students is required & included in booking cost. **If the chaperone to student ratio is not met, a \$20 per hour fee will be added.** Have more chaperones? Great! Any additional adults will be charged the discounted group rate admission. All school programs are partially funded by grant support; memberships, passes, coupons or other discounts are not applicable for any school reservation.

Museum Exploration

Students discover a whole new dimension of learning when they explore Amazement Square's four floors of innovative, interdisciplinary exhibitions. After an informative Orientation, students and their chaperones set off to discover the museum's various interactive exhibits.

Museum Exploration: \$8 per student

Ready to Schedule Your Visit?

All school programs require prior reservations and must be booked 4 weeks in advance. A deposit of \$50 is due within two weeks after booking. Late bookings will be subject to a \$25 service charge.

e-mail us:
education@amazementsquare.org
call us:
434-845-1888

Sponsored Admission:

Scholarships for school programs are available for schools with a free and reduced lunch rate of 50% or higher for the current school year. Scholarship funds are limited and granted on a first-come, first-serve basis.

Need a Place to Eat Lunch?

Amazement Square's new Genworth Education Center is the ideal place for students to bring their own bagged lunch to eat. Lunch room rental is \$1.50 per student with a minimum of \$25 and **MUST** be reserved at the time of your reservation. Lunch room rentals not placed in advance are subject to an additional \$20 administration fee.

The museum has a free picnic area open to all visitors on a first-come, first-serve basis.

School Programs List for 2nd-6th Graders

PROGRAM	2	3	4	5	6
What's the Matter, Monster?	X				
Weather Watchers	X				
Native American Cultures	X				
*Native American Structures	X				
Hamburger Economics	X	X			
*Plant Design Challenge	X	X			
* Innovation Adaptation	X	X	X		
Animal Adaptations	X	X	X		
Magnificent Mali		X			
Egyptian Contributions		X			
Patterns in the Sky		X			
Greece V. Rome: A Curator Crisis		X			
* Roman Aqueducts		X			
Simple Machines		X			
Mad Scientist		X	X	X	
*Flower Design Challenge			X		
Flower Dissection Lab			X		
Meet the Planets			X		
It's Electric!			X	X	X
Fun with Physics			X	X	X
Wild Weather			X	X	X
Mind Over Matter				X	X
Newtonian Physics					X
Voyage Through the Solar System					X

* = makerspace program

Featured *Discovery Programs*

Animal Adaptations: Do you have what it takes to survive? Students explore and test how the shape of a bird's beak influences their food gathering ability in a variety of habitats.

Mad Scientist: Bubble, fizz, pop! Students use science process skills while experimenting with polymers, as well as chemical and physical change reactions in this hands-on program.

Native American Cultures: Set in our Native American Gallery, students explore Powhatan, Lakota, and Pueblo villages to learn about how the environment shaped their cultures in the areas of architecture, food, and daily life.

Weather Watchers: Students take a journey as a water droplet; explore the water cycle, cloud types, weather instruments, and watersheds; and participate in a live water cycle at our *On the James Exhibition*.

Visit www.amazementsquare.org/school-programs/ for a full list of programs and descriptions !



New Makerspace Programs

Join us in *The Hive* Makerspace for STEAM-based, enrichment programs that challenge students to use open-ended and critical thinking skills.

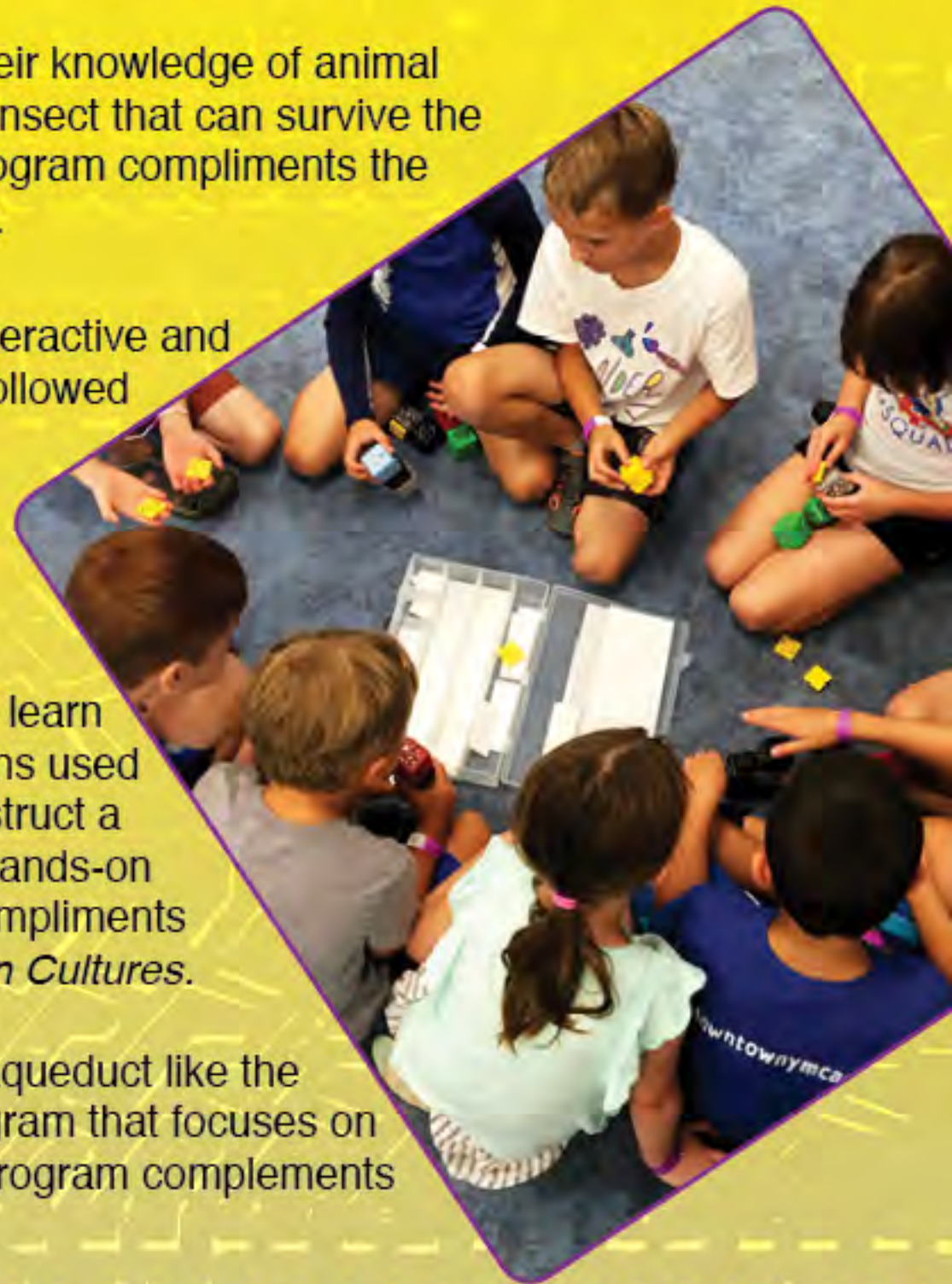
Flower Design Challenge: Students use their knowledge of flower structures and functions to create a model of a flower using repurposed materials and loose parts. This program complements the *Discovery Program, Flower Dissection Lab*.

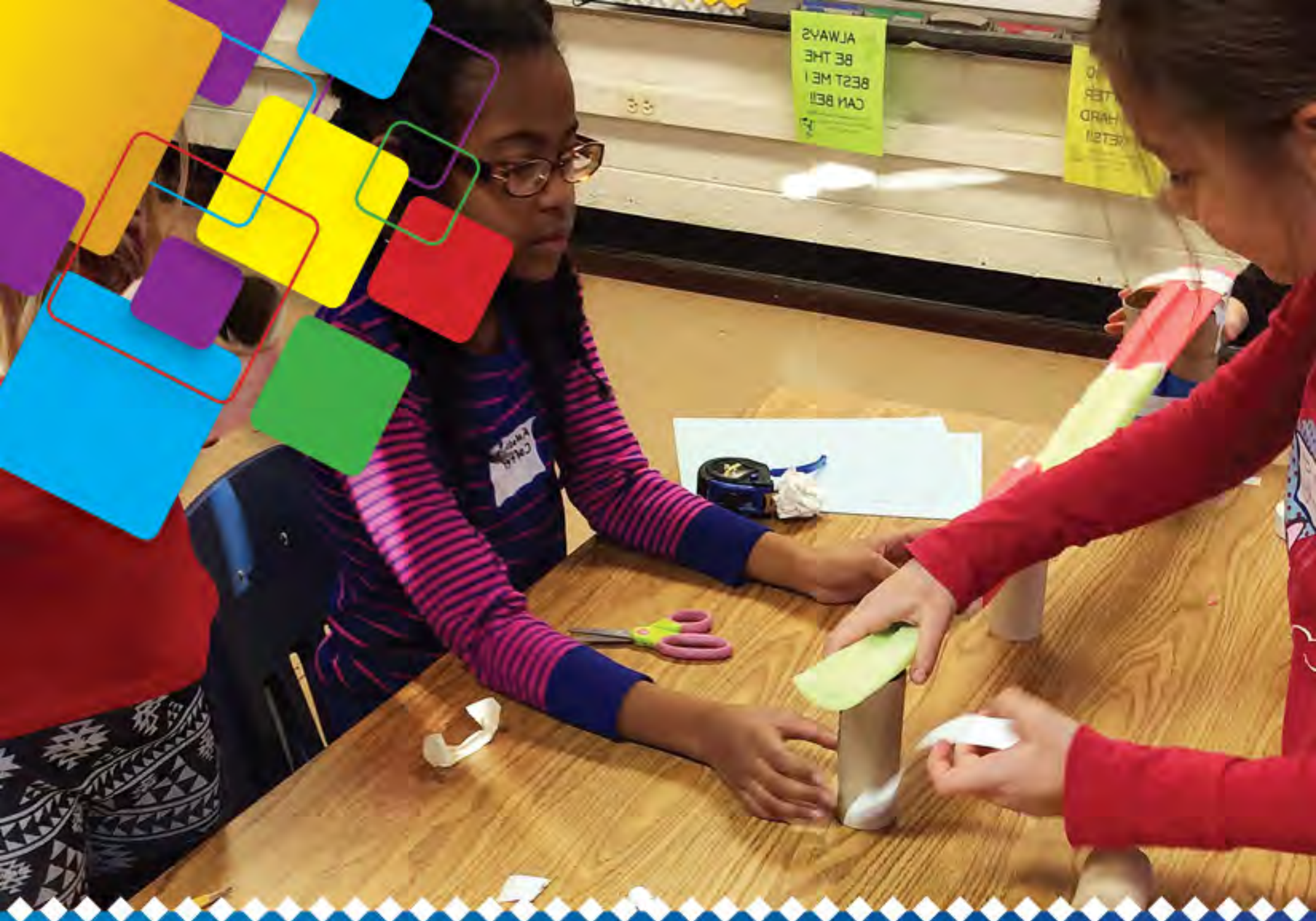
Innovation Adaptation: Students use their knowledge of animal adaptations to design and construct an insect that can survive the most challenging environments. This program complements the *Discovery Program, Animal Adaptations*.

It's Electric!: Students begin with an interactive and energizing Van de Graaf presentation, followed by investigations with building circuits, exploring conductors & insulators, and piece it all together with Cubelets® Robot Blocks.

Native American Structures: Students learn about the resources the Native Americans used to make their homes and then they construct a longhouse, an adobe, and a tipi in this hands-on engineering challenge! This program complements the *Discovery Program, Native American Cultures*.

Roman Aqueducts: Can you build an aqueduct like the Romans? Find out in this hands-on program that focuses on building these ancient structures. This program complements *Discovery Program, Greece vs. Rome*.





***Inside-Out* Outreach Programs**

Unable to come to the museum? Let us come to you. We bring all the supplies and do all of the clean up!

Please contact the museum for the range of programs available as an outreach. *Inside-Out* programs are designed for classes of up to 25 students. Outreach program fee is \$150 per program plus transportation (\$0.55 per mile) and \$120 for each additional program.

Interested in a new program?

Our goal is to complement learning occurring in your classroom by following Virginia SOL guides. We are constantly developing ways to enhance the programs and develop new programs to provide the best experience.

Our programs can be modified for gifted learners, students with special needs, or a variety of grade levels.

VSA Arts for All Program

Amazement Square offers a grant funded program, sponsored by the Department of VSA and Accessibility at the John F. Kennedy Center for the Performing Arts for students with special needs.

For more information about this nationally recognized program and our other programs, please contact the museum and let us know how we can help your students accomplish their goals.



Planetarium Discovery Programs

Our Planetarium Discovery Programs utilize our inflatable planetarium that brings the solar system to close view and allows students to study the moon, stars and planets in a unique way.

Planetarium: Patterns in the Sky | Investigate the organization of our solar system and the Earth-Sun-Moon system in this engaging and enriching experience. *Recommended for 3rd Grade.*

Planetarium: Meet the Planets | Observe planetary order and relative size, the relationship of the Earth-Sun-Moon system, and moon phases. *Recommended for 4th Grade.*

Planetarium: Voyage Through the Solar System | Size up space as we explore the relative size and distances between planets and investigate the organization and interaction of the solar system and celestial bodies. *Recommended for 6th Grade.*



Amazement Square's Amazing Adventures School Programs are made possible in-part through the generosity of:

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