

AMAZING ADVENTURES

FIELD TRIPS AND SCHOOL PROGRAMS



AMAZE
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SQUARE





EDUCATIONAL ENRICHMENT

Amazement Square's four floors of interactive exhibitions allow for imaginative play to complement interactive investigation of topics covered in the classroom. Each exhibition is designed to spark imagination, create curiosity, and promote a love of learning for all. The Amazement Tower, a climbing structure located at the center of the building, is an added bonus to your students' experience at Amazement Square, supporting gross motor development as students crawl, climb, and slide through the four floors of the museum! Through these unique experiences, students will create memories that bring learning to life and emphasize a range of topics taught in the classroom.



EVERYTHING YOU NEED TO KNOW ABOUT A FIELD TRIP TO AMAZEMENT SQUARE:

How to book your field trip:

All field trips begin at \$10 per student for exploration of the museum's 4 floors of interactive exhibits!

Must book 4 weeks in advance.

\$100 non-refundable deposit is required to reserve your visit date.

An online inquiry form can be found at

amazementsquare.org/school-programs or call (434) 845 1888

Looking to enhance your field trip with a fun AND educational school program?

All programs compliment Virginia SOLS and give students from PreK-middle school the opportunity to see, touch, and explore their way through the wonderful world of inquiry-based learning.

Add 1 discovery program for \$4 more per student

Add 2 discovery programs for \$7 more per student

Add 3 discovery programs for \$10 more per student

Makerspace programs are \$5 per student in addition to other programs

Need a place to eat lunch?

Free picnic tables are located outside the museum

OR rent a room for lunch for \$3 per student with a \$30 minimum charge (we set up and clean up for you!)


















Chaperone Policy

For every 5 children, we require 1 adult chaperone. If you are unable to meet this ratio, there will be a \$25 per hour charge.

Sponsored Admission is available for schools with FRL rates higher than **50%** on a first come first served basis. Please contact Amazement Square to see if your school will qualify for this discount.



SCHOOL PROGRAMS LIST FOR (PREK-6TH GRADE

Can Travel	Maker	SCHOOL PROGRAM NAME	PreK	K	1 st	2 nd	3 rd	4 th	5 th	6 th
		Planetarium	X	X	X	X	X	X	X	X
		Dino Math	X	X	X					
		In the Garden	X	X	X					
		Life on the Farm	X	X	X					
		Where Animals Live	X	X	X					
		Plant Design Challenge				X	X			
		What's the Matter, Monster?				X				
		Weather Watchers				X				
		Native American Cultures				X				
		Hamburger Economics				X	X			
		Animal Adaptations				X	X	X		
		Innovation Adaptation				X	X	X		
		Magnificent Mali					X			
		Egyptian Contributions					X			
		Greece v Rome: A Curator's Crisis					X			
		Mad Scientist					X	X	X	
		Unlocking the Standards for 4th Grade Science						X	X	
		Flower Design Challenge						X		
		Flower Dissection Lab						X		
		Unlocking the Standards for 5th Grade Science							X	
		It's Electric						X	X	X
		Wild Weather						X	X	X
		Mind Over Matter							X	X

PROGRAM DESCRIPTIONS (PREK-1ST GRADE)

Dino Math

Little learners have a roaring good time discovering nonstandard units of measurement, comparison, and graphing through hands on learning with a dinosaur theme.

In the Garden

Inspire a love of nature in this hands-on garden program! Students become budding botanists as they examine the life cycle of a plant through inquiry-based learning, and even get to plant their own seeds!

Life on the Farm

Explore math concepts in our Big Red Barn exhibition! Students use ordinal numbers to act out the daily chores of a farmer and create patterns based on a pattern core using their favorite farm animal.

Planetarium: Space Explorers

Students explore the cosmos in Amazements Square's Planetarium! Pre-K- 1st grade students act out the Earth and Moon's revolution around the sun to music before heading off into a journey through space to visit the eight planets in the solar system.

Where Animals Live

Embark on an exhibition to explore the elements of animal habitats! Through dramatic play and inquiry, students investigate various types of ecosystems and the needs of living things.



PROGRAM DESCRIPTIONS (2ND-6TH GRADE)

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.

Egyptian Contributions

Uncovering the earth can lead to discovery and understanding of the past. Your students will step into an archeological site where they will unearth many modern day counterparts of Egyptian inventions. Students discover the contributions of this fascinating and impressive civilization to his or her life.

Flower Design Challenge (Maker Program)

Students use their knowledge of flower structures and functions to create a model of a flower using repurposed materials and loose parts.

Flower Dissection Lab

Students will explore the processes and structures involved in a plant reproductive system using a botany model and then students will dissect their own flowers using scientific tools and processes.

Greece V. Rome: A Curator's Crisis

Amazement Square is hosting an exciting art exhibit featuring replicas and artifacts of Ancient Greece and Rome the evening of your visit. You and your class are invited to a very special preview. All is well until your class arrives to find the art curator in a panic because the mail crates arrived at the last minute and desperately needs help sorting and labeling the artifacts and setting up the exhibit in time for the big opening. Your students will jump in to save the day!

Hamburger Economics

Students explore basic economic concepts including needs versus wants, making choices, resources, and explore the benefits of specialization in businesses while making hamburgers with modeling dough for the Commerce Café.



It's Electric (Maker Program)

Students begin by participating in an energizing Van de Graff presentation. Then they discover electricity while building circuits, exploring conductors and insulators, and investigating Cubelets. This lesson will get students powered up for science!

Innovation Adaptations (Maker Program)

Students enter the Amazement Square architectural firm to find out that they have a big responsibility. Students will need to use their creative minds to problem solve and produce a model for a special client in need of adaptations. This fully hands on STEAM lesson is appropriate for any grade level and can easily be adjusted for a variety of ages.

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.

Magnificent Mali

The dry Sahara desert is a harsh climate but is no stranger to caravans of camels and people of ancient Mali as routes for trade of natural resources. Students will learn about Mali's wealthy civilization as they experience extracting natural resources from the earth and the challenge of trade as they look to others to meet their needs.

Mind Over Matter

Step inside the "Mind Over Matter" program at Amazement Square to look closely at atoms and molecules. You will find out why atoms and molecules behave the way they do and that their behavior is just a phase. A couple stimulating demonstrations will help students analyze traits of matter, the changes they undergo, and so much more!

Native American Cultures

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



Planetarium: Voyage Through the Solar System

Size up space as we explore the relative size and distance between planets and investigate the organization and interaction of the solar system and celestial bodies inside Amazement Square's inflatable planetarium.

Plant Design Challenge (Maker Program)

Design and build a model of a plant. Students use their knowledge of plant structures and functions to create a model of a plant using repurposed materials.

Weather Watchers

Students take a journey 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.

What's the Matter, Monster?

Meet Amazement Square's newest monster friends in "What's the Matter, Monster?" Students will have a bubbling good time as they help to feed our hungry creatures. They will feed their minds too as they learn about phases of matter and phase changes in this exciting and engaging science lesson.

Wild Weather

A poor connection cuts a severe weather warning short. Students jump in to determine the lost message by analyzing data from weather instruments. Students then predict, observe, and infer demonstrations for pressure, temperature, and wind speed. This fascinating Wild Weather program will blow students socks off!



INSIDE OUT PROGRAMS

Unable to come to the museum? Let us bring all of the supplies to you and take care of the cleanup, saving you time and money! Programs marked with a “school bus” are available to take on the road to your students.

Amazement Square’s inflatable planetarium is one of the most popular bookings for inside-out programs and can be facilitated for any and all ages, perfect for a school-wide enrichment program.

\$150 for 1st program booked

\$120 per program for each subsequent program

\$0.65 per mile transportation fee

Contact education@amazementsquare.org with questions or to schedule program dates.



MAKERSPACE PROGRAMS


Join us in *The Hive* for STEAM based enrichment programs that challenge students to use open-ended and critical thinking skills. Programs marked with a “screw” are makerspace style programs that are 45 minutes in length, giving students time to work through the engineering design process.

Makerspace programs are \$5 per student in addition to other programs



AMAZEMENT SQUARE'S EXCLUSIVE "UNLOCKING THE SCIENCE STANDARD: 4TH GRADE" EDITION IS AVAILABLE FOR BOOKING!

Students are briefed on the crime that has occurred at Amazement Square and the detective is in need of elementary science expertise. This mystery program features a crime scene where evidence and clues are embedded in a suspenseful puzzle. Students will work as a team to crack the case, reveal the suspect, and resolve the threat with the help of their science knowledge and 21st century skills. This program is perfect for both beginning of the year review for 5th grade, as well as 4th grade end of the year review.

 **Unlocking the Standards (4th or 5th grade)**
at your school= **\$450 (for 2 groups)+ \$0.65 per mile transportation fee. \$200 for each additional group**

Unlocking the Standards (4th or 5th grade)
at Amazement Square = **\$6 per student in addition to other programs**

The Unlocking Series offers a 1 1/2 hour long SOL supported comprehensive program for groups up to 25 students.

To Book: e-mail us: education@amazementsquare.org
or call us: **434-845-1888**





AMAZEMENT SQUARE'S EXCLUSIVE "UNLOCKING THE SCIENCE STANDARD: 5TH GRADE" EDITION IS AVAILABLE FOR BOOKING!

This program covers science concepts in grade four and five of the Virginia SOLs. This one and a half hour hands-on, intensive, and very fun program serves as a great way to evaluate and practice concepts covered by the Virginia SOLs. Students will also practice 21st-century skills of collaboration, critical thinking, and communication to solve the challenge.

In this program, students face Amazement Square's disgruntled and evil retired science teacher who is threatening their free time with a dangerous gas. A gas that will alter science teachers all over the world, doubling the homework and tests assigned. The only way to shut down the evil plan is to unlock the container that holds the gas tank switch. The problem is the code is only found after the successful completion of a series of practice activities and tests questions that need to be solved. As the timer counts down, only meticulous work from Kit 1: Scientific Investigation will allow access to Kit 2: Force, Motion, Energy, and Matter. Successful completion will unlock Kit 3: Life Processes and Living Systems which will provide the correct code for Kit 4: Earth/Space Systems and Cycles. These answers will offer the final code to unlock the container for the switch. There is a lot at stake!

See pricing on page 10





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