Science Field Trips and Outreach Programs
Teacher’s Note

IMAX® Films Meet Next Generation Science Standards and Common Core State Standards

- IMAX® films are selected for their educational content as well as their visual and dramatic impact.

- Our films meet many NGSS/CCSS such as:
  - The Practice of Science
  - The Characteristics of Scientific Knowledge
  - Properties of Matter
  - Earth Systems and Patterns
  - Diversity and Evolution of Living Organisms
  - Organization and Development of Living Things

- IMAX® films present unique opportunities to integrate visual arts with required core content areas.

- More detailed critiques (including NGSS/CCSS) are available upon request.

Museum of Discovery and Science is licensed and insured.
President’s Message

Whether at the Museum or through our Museum on Wheels programs, the Museum of Discovery and Science provides innovative experiences that utilize immersive learning to spark imagination, arouse curiosity, inspire creativity and stimulate exploration. Our educators bring science to life, through engaging, interactive programs that take students from the nanosphere to the outer edges of the universe, from our prehistoric past to the distant future.

This guide is designed to help you build the perfect field trip, from Discovery Labs and Demos to award-winning IMAX® films to the Museum on Wheels programs and our ever popular presentations in the Keller Science Theater.

New this year, Science Park: This 27,000 square foot outdoor exhibit allows students to explore the physics behind roller coasters, launch bottle rockets into the sky and literally come to grips with giant engineering challenges. Design! Build! Play! KEVA! (opens November 10, 2018) This blend of a science lab and an art gallery invites students to use 15,000 KEVA planks to design and invent structures that soar, astound and inspire.

Traveling Exhibitions:
Eureka! The Science of Archimedes (opens September 15, 2018) The inventions and scientific discoveries of Archimedes, the “Father of Modern Science” are showcased in this hands-on exhibition.
Design Zone (opens January 19, 2019) Students solve real-world challenges and discovery how math and science are essential to the creative process. This exhibit pairs incredibly well with our new Makerspace Mini Lab program.
Hall of Heroes (opens May 18, 2019) Immerse yourself into the world of superheroes! Students will learn the circumstances that create superheroes, discover the real world science behind these powers and, encounter stunning props and costumes from your favorite superhero movies and comic books!

A visit to the AutoNation IMAX 3D Theater is always supported by rich educational curriculum. This year we are exploring what is right outside our door in Backyard Wilderness, venturing to distant parts of the world to discover new ecosystems and meet inspiring people who are working diligently to save our planet in Great Barrier Reef and Great Bear Rainforest then, discovering the amazing world of Superpower Dogs.

The Museum of Discovery and Science provides children a safe place to discover a passion for science and discovery. Our exhibits are designed for hands-on exploration in science, technology, engineering and math and, with 150,000 square feet of exhibits both indoors and now outdoors in the new Science Park, a field trip to MODS is a key component of a successful school year.

Joseph P. Cox
President/CEO

The mission of the Museum of Discovery and Science is to provide experiential pathways to lifelong learning in science for children and adults through exhibits, programs and films.
Science Park

Ball Range  •  Bottle Rockets
Tennis Ball Launcher  •  Giant Levers
Kaleidoscopes  •  Cool Fan  •  Pulleys
Roller Coaster  •  Wheel Roll
Sound Station  •  Sun Spotter
FPL SolarNow™
Virtual Field Trip and Activity Guide

Educator Resources at https://mods.org/exhibits/science-park/

DISCOVER key principles of physics and engineering through engaging giant full-body exhibits.
First Floor Exhibits

Otters at Play

North American river otters live and play in their own two-story, indoor/outdoor habitat, complete with swimming pool and waterfall. The otters’ playful world can be viewed underwater on the first floor or from above from the second floor.

As they are observing these semi-aquatic mammals, students will learn about the challenges faced by Florida’s native animals from human encroachment, invasive species, and other predators. They will also learn that otters are very vocal and communicate with one another using a large variety of calls such as whistles, buzzes, twitters, staccato chuckles and chirps.

Everglades Airboat Adventure

Hop on board our 20-person airboat and take a ride through one of our most cherished national parks, the Florida Everglades, without ever leaving the Museum! Experience the twists, turns and stops of a simulated airboat ride as you and the other passengers learn about the water, weather, plants and animals that call these wetlands home. An immersive film experience, created by award-winning IMAX® cinematographer James Neihouse, allows riders to get a real sense of the Everglades ecosystem in amazing detail.

Prehistoric Florida

Step into the mouth of a giant megalodon, an extinct species of shark that lived many millions of years ago, and live to tell the tale. Go 65 million years back in time and get a new perspective on Florida’s prehistoric past and how it was shaped by climate change and changes in sea levels.

Become a fossil hunter and dig for fossilized shark teeth and an archelon, the largest turtle that ever existed. Get close to a confrontation between a saber-toothed cat and an Imperial Mammoth and learn how they came to live in ancient Florida.

Learn why evidence of human habitation has been found far out in the Gulf of Mexico. Discover how melting glaciers affect sea level rise. Dig through time in simulations that illustrate the amazing diversity of geology, flora and fauna that have populated Florida through eons of time.
First Floor Exhibits

Storm Center
Sponsored by Florida Power & Light Company
Feel the rush of hurricane force winds in the hurricane simulator, touch the vortex of a 10-foot tornado, generate a cloud or peer into a plasma sphere. Students can simulate their own TV storm report in the WSVN Weather Studio. They can test construction against hurricane force winds in FIU’s Wall of Wind exhibit and work to restore power safely while learning how FPL responds to hurricanes in the Power On! exhibit.

Florida Water Story
This interactive exhibit explains the importance of water in Florida. Learn how the aquifers that underlie Florida provide our fresh water. Experiment with the effects of wet and dry seasons on a giant Florida water table. Interactive devices will challenge students to divide up Florida’s water between people, farming and nature and realize the outcome of their decisions.

Florida EcoScapes
This bi-level Florida ecology exhibit allows students to discover one of the world’s most unique ecosystems. Featuring hundreds of living and replicated plants, animals and habitats and one of the largest living captive Atlantic coral reefs on public display, this immersive exhibit teaches important environmental lessons.

Podcast: EcoScapes Tour and the Florida Water Story
This tour will guide you through the EcoScapes exhibit. The podcast can be downloaded for free at https://mods.org/exhibits/permanent-exhibits/

Go Green!
Sponsored by Republic Services
Ever wonder where your waste goes after the garbage truck takes it? Students learn the three “R’s” of recycling by playing the recycling sorting game.

The Discovery Center (6 and under)
Children learn the fundamentals of counting, sorting, matching, role play, cooperative play and teamwork.
Keller Science Theater

Students can enjoy exciting science shows and presentations in the Keller Science Theater. Classes can watch demonstrations of physical and chemical phenomena, live animal shows, and special science presentations. Learn about everything from liquid nitrogen to alligators to Coral Reef Rangers in our well-equipped theater presented by our knowledgeable and well-trained educators. Our enthusiastic staff members have the ability to turn any science topic into an unforgettable experience of discovery and exploration. The theater has seating for up to 100 students, and can support film presentations, internet based programs, and a variety of live presentations.

TO FLY

Made possible by a generous gift from the Emil Buehler Perpetual Trust

Students will have a blast exploring the many interactive exhibits in the TO FLY aviation exhibit. Their hands-on experience begins by climbing into three different replica cockpit simulators: the Lockheed-Martin F-35 Joint Strike fighter; the Edge 540, an aerobatic single engine aircraft; and the Vought F4U Corsair, a WWII fighter plane. The highlight of the exhibit is the state-of-the-art 7D capsule theater that will take students on an exhilarating flight through the sky using a 3D aviation film and multi-sensory experiences to create an unforgettable and educational experience.

Minerals Rock!

Learn more about minerals in this beautiful and colorful exhibit that displays over 60 different types of minerals, rocks and ammonites. You can even touch real lava and make a “volcano” erupt to see how new rocks and land masses are formed! Provided by the Broward College Graves Museum Collection – Carol Jacobs Mineral and Ammonite Collection.
Second Floor Exhibits

**Powerful You!**

*Presented by Broward Health*

This exhibit features four exciting zones: Powerful Team, Powerful Pulse, Powerful You, and The Cutting Edge, highlighting the amazing miracle of your body and the tools used by health professionals to keep you healthy! Students will be able to use robots to conduct simulated surgery, drive a DUI simulator, learn all about the importance of the “golden hour,” learn how to stay heart healthy and test their flexibility, balance and heartbeat.

**Dinosaur Bone Yard**

Go back in time and explore the amazing world of the dinosaur! Exhibits showcase how a paleontologist locates, preserves, excavates and transports dinosaur bones from the field to a research center. This exhibit includes dinosaur egg casts, claws and teeth. *Provided by the Broward College Graves Museum Collection – Carol Jacobs Mineral and Ammonite Collection.*

**Discovery Labs**

Students can participate in exciting lab programs in the Mangurian Foundation Lifelong Learning Center. Choose from a variety of stimulating discovery labs adjusted for grade level.
<table>
<thead>
<tr>
<th>Museum Exhibits: NGSS/CCSS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DINOSAUR BONE YARD</strong></td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 6: Earth Structures</td>
</tr>
<tr>
<td>Body of Knowledge: Physical Science</td>
</tr>
<tr>
<td>Big Idea 9: Changes in Matter</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 14: Organization and Development of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 15: Diversity and Evolution of Living Things</td>
</tr>
<tr>
<td><strong>EVERGLADES AIRBOAT ADVENTURE</strong></td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 6: Earth Structures</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 15: Diversity and Evolution of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 17: Interdependence</td>
</tr>
<tr>
<td><strong>FLORIDA ECOSCAPES</strong></td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 14: Organization and Development of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 15: Diversity and Evolution of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 17: Interdependence</td>
</tr>
<tr>
<td><strong>FLORIDA WATER STORY</strong></td>
</tr>
<tr>
<td>Body of Knowledge: The Nature of Science</td>
</tr>
<tr>
<td>Big Idea 3: The Role of Theories, Laws, Hypotheses, and Models</td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 18: Matter and Energy Transformations</td>
</tr>
<tr>
<td><strong>GO GREEN!</strong></td>
</tr>
<tr>
<td>Body of Knowledge: The Nature of Science</td>
</tr>
<tr>
<td>Big Idea 1: The Practice of Science</td>
</tr>
<tr>
<td>Big Idea 4: Science and Society</td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 6: Earth Structures</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
<tr>
<td>Body of Knowledge: Physical Science</td>
</tr>
<tr>
<td>Big Idea 8: Properties of Matter</td>
</tr>
<tr>
<td>Big Idea 9: Changes in Matter</td>
</tr>
<tr>
<td>Big Idea 10: Forms of Energy</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 17: Interdependence</td>
</tr>
<tr>
<td><strong>MINERALS ROCK!</strong></td>
</tr>
<tr>
<td>Building Blocks of the Universe</td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 5: Earth in Space and Time</td>
</tr>
<tr>
<td>Big Idea 6: Earth Structures</td>
</tr>
<tr>
<td>Body of Knowledge: Physical Science</td>
</tr>
<tr>
<td>Big Idea 8: Properties of Matter</td>
</tr>
<tr>
<td>Big Idea 9: Changes in Matter</td>
</tr>
<tr>
<td>Big Idea 10: Forms of Energy</td>
</tr>
<tr>
<td><strong>POWERFUL YOU!</strong></td>
</tr>
<tr>
<td>Body of Knowledge: The Nature of Science</td>
</tr>
<tr>
<td>Big Idea 1: The Practice of Science</td>
</tr>
<tr>
<td>Big Idea 4: Science and Society</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 14: Organization and Development of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 17: Interdependence</td>
</tr>
<tr>
<td>Big Idea 18: Matter and Energy Transformations</td>
</tr>
<tr>
<td><strong>OTTERS AT PLAY</strong></td>
</tr>
<tr>
<td>Body of Knowledge: The Nature of Science</td>
</tr>
<tr>
<td>Big Idea 4: Science in Society</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 14: Organization and Development of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 15: Diversity and Evolution of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 17: Interdependence</td>
</tr>
<tr>
<td><strong>PREHISTORIC FLORIDA</strong></td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 5: Earth in Space and Time</td>
</tr>
<tr>
<td>Big Idea 6: Earth Structures</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 14: Organization and Development of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 15: Diversity and Evolution of Living Organisms</td>
</tr>
<tr>
<td>Big Idea 17: Interdependence</td>
</tr>
<tr>
<td><strong>SCIENCE PARK</strong></td>
</tr>
<tr>
<td>Body of Knowledge: The Nature of Science</td>
</tr>
<tr>
<td>Big Idea 1: The Practice of Science</td>
</tr>
<tr>
<td>3: The Role of Theories, Laws, Hypotheses, and Models</td>
</tr>
<tr>
<td>Body of Knowledge: Physical Science</td>
</tr>
<tr>
<td>Big Idea 4: Science and Society</td>
</tr>
<tr>
<td>Big Idea 5: Earth in Space and Time</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
<tr>
<td><strong>STORM CENTER</strong></td>
</tr>
<tr>
<td>Body of Knowledge: Life Science</td>
</tr>
<tr>
<td>Big Idea 3: The Role of Theories, Laws, Hypotheses, and Models</td>
</tr>
<tr>
<td>Big Idea 4: Science and Society</td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 5: Earth in Space and Time</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
<tr>
<td><strong>TO FLY!</strong></td>
</tr>
<tr>
<td>Body of Knowledge: Earth and Space Science</td>
</tr>
<tr>
<td>Big Idea 5: Earth in Space and Time</td>
</tr>
<tr>
<td>Body of Knowledge: Physical Science</td>
</tr>
<tr>
<td>Big Idea 10: Forms of Energy</td>
</tr>
<tr>
<td>Big Idea 12: Motion of Objects</td>
</tr>
<tr>
<td>Big Idea 13: Forces and Changes in Motion</td>
</tr>
<tr>
<td>Body of Knowledge: The Nature of Science</td>
</tr>
<tr>
<td>Big Idea 1: The Practice of Science</td>
</tr>
<tr>
<td><strong>SCIENCE PARK</strong></td>
</tr>
<tr>
<td>Body of Knowledge: The Nature of Science</td>
</tr>
<tr>
<td>Big Idea 1: The Practice of Science</td>
</tr>
<tr>
<td>3: The Role of Theories, Laws, Hypotheses, and Models</td>
</tr>
<tr>
<td>Body of Knowledge: Physical Science</td>
</tr>
<tr>
<td>Big Idea 4: Science and Society</td>
</tr>
<tr>
<td>Big Idea 5: Earth in Space and Time</td>
</tr>
<tr>
<td>Big Idea 7: Earth Systems and Patterns</td>
</tr>
</tbody>
</table>
# FREE STEM Distance Learning Classes
Program time is 9 a.m. to 10 a.m. with BECON

**STEM Topics Series** (One-hour programs each containing all four STEM subjects within one topic area)

<table>
<thead>
<tr>
<th>Date</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wednesday, September 26, 2018</td>
<td>Coral Reef Rangers with IMAX film: Great Barrier Reef</td>
</tr>
<tr>
<td>Wednesday, October 17, 2018</td>
<td>Science Park</td>
</tr>
<tr>
<td>Wednesday, November 14, 2018</td>
<td>Archimedes and Machines of the Ancient World</td>
</tr>
<tr>
<td>Wednesday, December 19, 2018</td>
<td>STEM featuring Keva Planks</td>
</tr>
<tr>
<td>Wednesday, January 23, 2019</td>
<td>Design Zone the Exhibit</td>
</tr>
<tr>
<td>Wednesday, February 20, 2019</td>
<td>Cool and Crazy Creatures</td>
</tr>
<tr>
<td>Wednesday, March 20, 2019</td>
<td>What’s the Matter?</td>
</tr>
<tr>
<td>Wednesday, April 17, 2019</td>
<td>Earth and Space Science with NISE &amp; GSK</td>
</tr>
<tr>
<td>Wednesday, May 15, 2019</td>
<td>North American River Otters</td>
</tr>
</tbody>
</table>

Register at [www.becon.tv](http://www.becon.tv) under distance learning

---

## Incoming 7th & 8th Grade Students

**2019 Ocean Explorers Camp**

June 17 - 21 • July 8 - 12 • July 22 - 26

- Explore coastal marine and coral reef ecosystems at Dania Beach
- Conduct estuary and barrier island field work
- See FAU’s ocean engineering and electronics labs, submarines, and flow tunnel
- Learn the natural history of sea turtles
- Find out about marine science careers
- See FAU SeaTech’s unmanned autonomous submarines in action
- Design, build and race a solar powered boat

**Participant Fees**

- $225 for Museum members
- $250 for non-members

Call 954.713.0930 to make a reservation.

---

## High School Students

**AVIATION ACADEMY**

*2019*

Presented by JetBlue the official airline of MODS.

### Program Dates

- January 12
- January 19
- January 26

The Museum of Discovery and Science is partnering with JetBlue to highlight the importance of STEM in the aviation industry. Students will be exposed to new technologies and research including behind-the-scenes access to restricted areas in aviation related facilities.

**FIELD TRIPS**

- JetBlue Airlines Fort Lauderdale/Hollywood International Airport
- Civil Air Patrol

**SPEAKERS & ACTIVITIES**

**Participant Fees**

- $200 for Museum members
- $225 for non-members

Call 954.713.0930 to make a reservation.
KEVA is a wonderful new exhibit recently added to the Museum of Discovery and Science. This exhibit allows students to think and create in three dimensions. They can work together to unravel physics challenges using principles of balance, geometric shapes and stability to engineer and build their creations with structural integrity. The exhibit blends an art gallery and a science lab to create a perfect location to design and invent. This exhibit is wonderful for students of all grade levels.

KEVA Planks
Big Ideas
2: The Characteristics of Scientific Knowledge
3: The Role of Theories, Laws, Hypotheses, and Models
4: Science and Society
12: Motion of Objects
13: Forces and Changes in Motion

EUREKA! THE SCIENCE OF ARCHIMEDES

SEPTEMBER 15, 2018 – JANUARY 7, 2019

Eureka! The Science of Archimedes showcases inventions and scientific discoveries of Archimedes, the “Father of Modern Science” and takes students on a journey through history and science with a look at the machines of the ancient world. While the concepts are more than 2,000 years old, many of these ancient technologies have been adapted for use today. Students will learn about machines, shapes, mathematics and solve puzzles as they investigate the stunning achievements of Archimedes, a man ahead of his time who inspired the greatest scientists in history.” Students will explore Archimedes’ inventions through four themes – Machines of the Ancient World, Energy Machines, The Power of Shapes and Archimedes Legacy – with many of the displays built for hands-on interaction.

The Science of Archimedes

Big Ideas
1: The Practice of Science
2: The Characteristics of Scientific Knowledge
3: The Role of Theories, Laws, Hypotheses, and Models
4: Science and Society
11: Energy Transfer and Transformations
12: Motion of Objects
13: Forces and Changes in Motion

Supported locally by SunTrust Foundation
What does it take to create a video game, line up rhythms like a professional DJ, or design a roller coaster that thrills its riders? Whether it is engineering, art or music, it takes science and math to meet these design challenges.

In Design Zone, students can go behind the scenes and see how these engineering problem solvers use math and science to do the creatively amazing things they do. Guests can step into a DJ recording studio, go behind the scenes at a bike race, and enter a video game design studio. While immersed in this largely hands-on exhibit, students will solve real-world challenges and discover how math and science are essential to the creative process. Design Zone focuses on artistic problem solving using algebraic thinking in a context that is relevant and educationally rich in STEM.

**Design Zone**

**Big Ideas**
1: The Practice of Science
2: The Characteristics of Scientific Knowledge
4: Science and Society

**January 19 – April 28, 2019**
Traveling Exhibit

May 18 – September 2, 2019

Through immersive experience, Hall of Heroes brings students into the world of gadgets, superheroes, spies, and crime-fighters. Upon entering the Hall of Heroes, students immediately find themselves in the thick of the action in an ambitious, custom-built space. Their journey takes them through several themed environments with surprises around each corner like the full-scale "half" replica of the 1960’s Barris Kustoms’ Batmobile. The exhibit features intriguing, informative displays with props, costumes, memorabilia and more. Students will learn the circumstances that create superheroes, discover the ideals that heroes uphold, and push boundaries as to what it truly means to be heroic in the Hall of Heroes!

Hall of Heroes

Big Ideas 1: The Practice of Science 2: The Characteristics of Scientific Knowledge 4: Science and Society
Special Science Presentations

30-Minute Presentations / 100 Students Maximum

Located in the To Fly exhibit hall on the second floor, the Keller Science Theater is the perfect place for students to see live animal shows, chemistry and physical science demonstrations.

Animal Ambassadors
Gather your students together to meet some of our resident animal ambassadors! Learn about their unique behaviors, physical features and survival techniques. Students will gain a better understanding of these wild creatures and how they are unique from other animals.

**IMAX® Film Match:**
- Born to Be Wild 3D
- Under the Sea 3D
- Galapagos 3D
- Deep Sea 3D
- Amazon Adventure 3D
- Incredible Predators 3D
- Great Barrier Reef

**Big Ideas:**
- 14: Organization and Development of Living Organisms
- 15: Diversity and Evolution of Living Organisms
- 17: Interdependence

Nitro Show
Molecules change shape as they expand and contract in reaction to cold or heat. Students will be amazed as they observe what happens to objects in extremely cold liquid nitrogen at a temperature of -320 degrees Fahrenheit. It will be the COOLEST thing you see.

**IMAX® Film Match:**
- Hubble 3D
- Space Station 3D

**Big Ideas:**
- 8: Properties of Matter
- 9: Changes of Matter
- 10: Forms of Energy
- 18: Matter and Energy Transformation

Kaboom!
Learn about the different states of matter and the many ways we can chemically change the matter around us. Students will witness fire, sparks and large explosions as they learn the science behind these chemical reactions.

**IMAX® Film Match:**
- Hubble 3D
- Space Station 3D

**Big Ideas:**
- 8: Properties of Matter
- 9: Changes of Matter
- 10: Forms of Energy
- 18: Matter and Energy Transformation
Discovery Labs & Demos

Discovery Lab Programs

“Water” the States of Matter?
This hands-on slippery science lab will cover the states of matter and unique properties of water that make it one of the most interesting molecules on earth.

IMAX® Film Match: Deep Sea 3D • Under the Sea 3D
A Beautiful Planet 3D
Great Barrier Reef

Big Ideas
1: The Practice of Science
8: Properties of Matter
9: Changes in Matter

Playing with Polymers
Between Jell-O, chewing gum and tennis shoes, we have all experienced a polymer in one form or another. Discover the ups and downs of man-made and natural polymers and get hands-on with them.

IMAX® Film Match: Space Station 3D

Big Ideas
1: The Practice of Science
2: The Characteristics of Scientific Knowledge
3: The Role of Theories, Laws, Hypotheses, and Models
4: Science and Society
8: Properties of Matter
9: Changes of Matter
18: Matter and Energy Transformation

Can You Sense This?
Explore the five senses! Hands-on activities will help students understand each of the five senses and sensory boxes will show which senses work well together.

IMAX® Film Match: Under the Sea 3D
Born to Be Wild 3D
Island of Lemurs: Madagascar 3D

Big Ideas
4: Science and Society
14: Organization and Development of Living Organisms

Live Demonstrations

Fur, Scales and Tails
There are so many incredible animals in this world, both above and below the water, with different characteristics that make them unique. Explore how animals are classified and be amazed to see and feel bones, skeletons, pelts and molts.

IMAX® Film Match: Born to Be Wild 3D
Island of Lemurs: Madagascar 3D
Amazon Adventure 3D
Incredible Predators 3D

Big Ideas
2: The Characteristics of Scientific Knowledge
14: Organization and Development of Living Organisms
17: Interdependence

Fascinating Forces
This demonstration is about forces that we experience in our daily lives and why we cannot live without them. Learn about the forces that cause objects to move. Discover how objects are pulled toward the ground by gravity, stay in place when spun, and how water has “sticky” properties.

IMAX® Film Match: Space Station 3D • Hubble 3D
Dream Big 3D

Big Ideas
3: The Role of Theories, Laws, Hypotheses, and Models
11: Energy Transfer and Transformation
12: Motion of Objects
13: Forces and Changes in Motion
Discovery Labs & Demos

Discovery Lab Programs

**Rockin’ Reactions**
Young scientists will learn how to use lab equipment properly and how to make correct measurements to complete four chemistry experiments.
*IMAX® Film Match:* Space Station 3D
  - Hubble 3D • Dream Big 3D

**Big Ideas**
- 4: Science and Society
- 8: Properties of Matter
- 9: Changes of Matter
- 10: Forms of Energy

**STEM Magic**
What does magic have to do with Science, Technology, Engineering, and Math? Why everything of course. Students will learn how STEM lurks in magic tricks.
*IMAX® Film Match:* Space Station 3D
  - Hubble 3D • Dream Big 3D

**Big Ideas**
- 1: The Practice of Science
- 2: The Characteristics of Scientific Knowledge
- 3: The Role of Theories, Laws, Hypotheses, and Models
- 4: Science and Society
- 10: Forms of Energy
- 11: Energy Transfer and Transformation
- 12: Motion of Objects
- 13: Forces and Changes in Motion

**Guts, Goo, and Poo**
Students will discover the pretty revolting things systems of the body can do, all in the name of keeping us safe and healthy. Explore the Powerful You! exhibit.
*IMAX® Film Match:* Born to Be Wild 3D
  - Island of Lemurs: Madagascar 3D

**Big Ideas**
- 4: Science and Society
- 14: Organization and Development of Living Organisms

**Amazing Butterflies**
Students will learn about one of the most extraordinary creatures on earth, the butterfly. Look at them under the microscope, discover the stages in their life cycle and explore how they blend into their environment to survive.
*IMAX® Film Match:* Amazon Adventure 3D
  - Incredible Predators 3D

**Big Ideas**
- 1: The Practice of Science
- 4: Science and Society
- 14: Organization and Development of Living Organisms
- 17: Interdependence

**Zaaaaap!**
How does electricity arrive into your home? Students will explore conductors of electricity and then create their own open and closed circuits to power lights, motors, and more!
*IMAX® Film Match:* Hubble 3D • Space Station 3D
  - Dream Big 3D

**Big Ideas**
- 1: The Practice of Science
- 2: The Characteristics of Scientific Knowledge
- 3: The Role of Theories, Laws, Hypotheses, and Models
- 4: Science and Society
- 10: Forms of Energy
- 11: Energy Transfer and Transformation
- 18: Matter and Energy Transformation

**Live Demonstrations**

**What’s Up with Weather?**
Weather is important to the planet. This demonstration takes students through the great water cycle and its significance in Earth’s weather patterns.
*IMAX® Film Match:* A Beautiful Planet 3D

**Big Ideas**
- 1: The Practice of Science
- 5: Earth in Space and Time
- 6: Earth Structures
- 7: Earth Systems and Patterns

**Inside Earth**
Earthquakes and volcanoes begin underground. Learn what the Earth is made of, why it is in constant motion, and how islands are created.
*IMAX® Film Match:* Galapagos 3D • Voyage of Time

**Big Ideas**
- 1: The Practice of Science
- 3: The Role of Theories, Laws, Hypotheses, and Models
- 4: Science and Society
- 5: Earth in Space and Time
- 7: Earth Systems and Patterns
- 8: Properties of Matter
- 10: Forms of Energy

**May the Force Be with You!**
Every day in every way, forces and energy affect our daily lives. This presentation covers the forces of gravity, friction, air pressure and centripetal force.
*IMAX® Film Match:* Space Station 3D • Hubble 3D
  - Dream Big 3D

**Big Ideas**
- 10: Forms of Energy
- 11: Energy Transfer and Transformation
- 12: Motion of Objects
- 13: Forces and Changes in Motion
Discovery Labs & Demos

Discovery Lab Programs

Roller Coaster Physics
Students will team up to build some crazy coasters and learn about the forces that make them so much fun.

**IMAX® Film Match:** Hubble 3D • Space Station 3D Dream Big 3D

**Big Ideas** 10: Forms of Energy 11: Energy Transfer and Transformations 12: Motion of Objects 13: Forces and Changes in Motion

Engineering Challenge
Students will be introduced to civil engineering and work in teams to design and model bridges.

**IMAX® Film Match:** Hubble 3D • Space Station 3D Dream Big 3D

**Big Ideas** 1: The Practice of Science 3: The Role of Theories, Laws, Hypotheses, and Models 12: Motion of Objects 13: Forces and Changes in Motion

Meet Archimedes
Students will explore the history of machines and learn how geometry and shapes play an important role in both machines and structures.

**IMAX® Film Match:** Hubble 3D • Space Station 3D Dream Big 3D


Makerspace Mini Lab
Discover emerging technology and learn the design process. Encourage students to explore their curiosity through hands-on makers projects.

**IMAX® Film Match:** Under the Sea 3D • Hubble 3D Amazon Adventure 3D

**Big Ideas** 1: The Practice of Science 2: The Characteristics of Scientific Knowledge 4: Science and Society

Sensational Squids
Look inside of a squid through hands-on dissection. See how it moves, eats and why it is so important to the marine food chain.

**IMAX® Film Match:** Deep Sea 3D • Galapagos 3D Amazon Adventure 3D Great Barrier Reef 3D

**Big Ideas** 4: Science and Society 14: Organization and Development of Living Organisms 17: Interdependence

Building with KEVA Planks
Students will build a structure out of KEVA planks to gain a better understanding of symmetry, balance and structural integrity.

**IMAX® Film Match:** Hubble 3D • Space Station 3D Dream Big 3D


Live Demonstrations

Coral Reef Rangers
Sponsored by Carnival

Students will learn the importance of coral, how and where coral live, why coral is so crucial to human life and how humans can protect coral reefs.

**IMAX® Film Match:** Under the Sea 3D • Galapagos 3D Deep Sea 3D • Amazon Adventure 3D Great Barrier Reef 3D

**Big Ideas** 14: Organization and Development of Living Organisms 15: Diversity and Evolution of Living Things 17: Interdependence

Science Park: Levers and Pulleys
How do we make work easier? Simple machines like levers and pulleys make a force bigger and stronger and help give us “super power” strength.

**IMAX® Film Match:** Space Station 3D • Hubble 3D Dream Big 3D


Science Park: Newton’s Laws
Students will help create a pendulum painting as they explore Newton’s Laws of motion and how they can put these laws into action themselves.

**IMAX® Film Match:** Space Station 3D • Hubble 3D Dream Big 3D

**Big Ideas** 1: The Practice of Science 3: The Role of Theories, Laws, Hypotheses, and Models 12: Motion of Objects 13: Forces and Changes in Motion
Teacher’s Note Teacher Resource Guides are available for most IMAX® films. Request a copy when you make your reservation.
Teacher’s Note ✔ You can schedule any film in the IMAX® Film Library when you are booking a group of 90 or more.
Assembly Outreach
Our assembly programs provide 45 minutes of exciting education. All you need to provide is a room or auditorium large enough to accommodate up to 120 people. We’ll bring the rest.

Classroom Outreach
We bring hands-on activities into your classroom. Sessions last 45 minutes and can accommodate up to 30 students per session.

PLEASE NOTE:
Due to setup and breakdown time it is preferred that one area is designated for Museum classroom presentations and to schedule students to attend the presentations throughout the day.

Access to a computer for a short PowerPoint presentation is extremely helpful.

Cold Blooded Critters
Assembly or classroom. Adapted to grade level.
Meeting our reptiles will encourage your students to learn about these fascinating animals and their place in our ecosystems.

Arthropod Adventure
Assembly or classroom. Adapted to grade.
Let us bug your classroom with our live residents to show your students the wonderful world of arthropods.

Crazy Chemistry!
Assembly or classroom. Adapted to grade.
Amaze your students as energy and matter come to life in this exciting chemistry demonstration.

Electrifying Experiences
Classroom only. Adapted to grade.
Investigate how circuits and electricity work through snap circuits. Students will connect circuits to make a flashlight turn on, doorbells ring, and propellers turn.

Amusement Park Engineers
Classroom only. Grades 2-8.
Fast, fun and fearless. Students will learn how various theme park rides are designed and engineered and then they will create a ride. The class culminates with a friendly “ride” competition.

CSI: Investigation
Classroom only. Grades 4-8.
Students become science sleuths utilizing their own brainpower to solve the puzzle of the mystery box! Find out how the scientific method is used to solve real world problems. Students will also learn how to create a hypothesis, collect data, and conduct scientific inquiries.

NISE Earth & Space Science
Classroom only. Grades 2-6.
Created by the National Informal STEM Education Network and NASA, this outreach will engage students in earth and space phenomena. Students will rotate through a variety of engaging hands-on activities delving into the scientific process and exploring various concepts of astronomy, physics, and geology.

Totally Sea Turtles
Classroom only. Adapted to grade.
In this presentation students will learn about the seven species of sea turtles, which specific ones nest in Florida, how to identify them, how they nest, who their predators are and what you can do to protect them. Students will examine sea turtle artifacts and meet a relative of the sea turtle.

INTERNATIONAL MUSEUM OF SCIENCE & INDUSTRY
2551 S. Michigan Ave.
Chicago, IL 60604
312.922.9410
www.imsi.edu

22

IBM Watson
Teacher Advisor With Watson
A FREE tool that offers easy to find, high-quality content that will save you time and improve your instruction.
www.teacheradvisor.org

teachersTryScience.org

See page 29 for rates.
Evening Outreach

Bringing parents, teachers and students together is easy with Family Science Night!

We Bring Science to You!

This program offers 15 hands-on experiments with demonstration stations that engage teachers, families and students through scientific inquiry. Each station comes with all the materials and includes special training instructions for an adult volunteer. A trained Museum educator will also be on-hand to answer questions and ensure a successful experience.

Select one of these engaging subject areas: (Cannot be combined.)

• Engineering and Physics Fun
  Bridges, pressure, sound, magnets and states of matter

• Everything on Earth
  Tornadoes, quicksand, ocean currents, hydrometers and water cycle

• Wonders of Life
  Superworm life cycle, scabs, boogers, dendrochronology, and microscopes

Specifics:
• Elementary and middle schools
• 90 minute program
• 300 participant maximum
• Requires 15 adult volunteers from designated school to run the event

Agendas:
5:30 p.m. Museum presenter arrives
6:00 p.m. School’s volunteers arrive
6:30 - 8:00 p.m.
  Student/Family Experience

School Provides:
• Large room (cafeteria) • 15 tables
• 15 adult volunteers

Program Fee: $325 per night

To book call 954.713.0930

Classroom only. Grades 2-8.
Take a journey through the night sky in our portable Star Lab planetarium. Choose from eight exciting shows that revolve around our universe.

Please note: Our Star Lab can only be booked for indoor facilities. Ceilings 13 feet or higher are required.
Grades 2-5: 30 students max.
Grades 6-8: 25 students max.

Planetarium Outreach
Show Descriptions
Journey through the night sky in our new state-of-the-art, 12-foot-tall portable planetarium. Select one of the following movies that will transport students into the world outside the biosphere.

Two Small Pieces of Glass
Discover the history of the telescope from the time of Galileo and its profound impact upon the science of astronomy.

Saturn Ring World
See Saturn up-close and all-around-you inside our dome theater.

Star Stories
Learn about stars, the distance between heavenly bodies, star brightness and how to use star constellations as a guide.

Flight Adventures
Discover the science of flight through the eyes of a young girl and her grandfather as they explore how birds, kites, planes and models fly.

All Planetarium shows can be paired with To Fly Exhibit and IMAX 3D Films: Hubble or Space Station.

Evening Outreach

Bringing parents, teachers and students together is easy with Family Science Night!

We Bring Science to You!

This program offers 15 hands-on experiments with demonstration stations that engage teachers, families and students through scientific inquiry. Each station comes with all the materials and includes special training instructions for an adult volunteer. A trained Museum educator will also be on-hand to answer questions and ensure a successful experience.

Select one of these engaging subject areas: (Cannot be combined.)

• Engineering and Physics Fun
  Bridges, pressure, sound, magnets and states of matter

• Everything on Earth
  Tornadoes, quicksand, ocean currents, hydrometers and water cycle

• Wonders of Life
  Superworm life cycle, scabs, boogers, dendrochronology, and microscopes

Specifics:
• Elementary and middle schools
• 90 minute program
• 300 participant maximum
• Requires 15 adult volunteers from designated school to run the event

Agendas:
5:30 p.m. Museum presenter arrives
6:00 p.m. School’s volunteers arrive
6:30 - 8:00 p.m.
  Student/Family Experience

School Provides:
• Large room (cafeteria) • 15 tables
• 15 adult volunteers

Program Fee: $325 per night

To book call 954.713.0930
Planning Your Visit

CREATING YOUR FIELD TRIP PROGRAM

- Reservation agents are available to assist you in planning your visit.
- Call 954.713.0930 or email sales@mods.net
- Visit wwwmods.org for updated information on films, exhibits and programs.

CHAPERONE GUIDELINES

- One chaperone is required for every ten students in grades 1-12 and one for every five students in Pre-K and Kindergarten.
- A chaperone is any teacher or adult accompanying the group.
- Each adult must be assigned to chaperone a specific group of children and stay with their group at all times to ensure the itinerary is followed. Inadequately supervised groups or groups causing disturbances will be asked to leave without a refund.
- All reserved chaperones that fall within the required ratio are not charged for the exhibit portion. Any additional adults over the 1 to 10 ratio will be charged the student rate of $11 for exhibit entry at the door.
- All reserved chaperones are charged $5.00 for the IMAX® portion of any trip. Additional adults over the 1 to 10 ratio will be charged the student rate of $7.00 at the door.
- Schools are responsible for collecting money from chaperones to pay in one transaction. Individual payments are not accepted.
- Membership benefits are not applicable on group reservations.

NOTE: WE DO NOT PROVIDE STORAGE FOR STUDENTS LUNCHES.
School groups must provide coolers that are to remain on the bus.

Leave on bus:
- Backpacks
- Lunch containers
- Coolers
- Outer clothing: jackets, sweaters, etc.

BROWARD COUNTY PUBLIC SCHOOLS
Elementary and Middle Schools may be eligible for Supplemental Arts and Sciences Program Funds that can be used for Field Trips, Outreach Programs and transportation.

Check with your bookkeeper for details.

GRANT RESOURCES FOR FIELD TRIPS
TARGET

BROWARD EDUCATION FOUNDATION
https://browardedfoundation.org/teacher-grant-application/

GRANT RESOURCES TO BRING MODS TO YOUR SCHOOL
https://teach.com/what/teachers-change-lives/grants-for-teachers/
**Field Trip Checklist**

### MAKING YOUR RESERVATION
- Review programs, films, prices, policies and procedures in this guide.
- Select at least three possible field trip dates.
- Verify your dates with school administration and transportation.
- Determine the number of students and chaperones.
- Call the Museum at 954.713.0930 or email sales@mods.net to check date availability and make your reservation.

### RESERVATION CONFIRMATION
- Look for your confirmation/invoice letter from the Museum.
- Fax/email signed confirmation/invoice letter. Fax # 954.467.0456 email: sales@mods.net
  **Tip:** Call 954.713.0930 if you do not receive your confirmation/invoice letter within three days of making your reservation.

### DEPOSIT
- Pay 20% non-refundable deposit within 14 days of making reservation with check, credit card or money order. Purchase orders are accepted for BCPS.
  **Tip:** Your deposit is non-refundable so plan your trip carefully. If you fail to pay your deposit by the deadline, your reservation is subject to cancellation.

### FINAL HEADCOUNT
- 14 days before visit, call Museum at 954.713.0930 to give the final headcount.
- 10 days before visit, look for a final invoice from the Museum showing final headcount.
  **Tip:** Make sure you are submitting an accurate final headcount as you are guaranteeing payment for that number.

### FINAL PAYMENT
- Mail check for final payment so Museum receives it 7 days prior to visit. Notate confirmation number on check. Purchase orders are accepted for BCPS.
- If paying by credit card, call Museum to provide credit card account information 7 days prior to visit.
  **Tip:** If final payment is not made by the deadline, your reservation is subject to cancellation and you will forfeit your deposit.

### ELEMENTS CAFE AND EXPLORE STORE
- 7 days before visit, fax or email lunch order to Elements Cafe. Fax: 954.467.0456 Email: lunch-orders@mods.net Call 954.713.0930 to confirm.
- 7 days before visit, fax gift bag order to Explore Store. Fax: 954.523.5265 Call 954.712.1167 to confirm.

### DAY OF VISIT: Exhibit Floors open at 10 a.m.
- Arrive at least 20 minutes prior to IMAX showtime to allow time to load students into theater. If your transportation is running late, call 954.713.0930.
- Check in at box office. Notify cashier if your final headcount has increased and pay any additional admission fees.

### PAYMENT, CANCELLATION & REFUND POLICIES
- **Deposit:** 20% non-refundable deposit is due within 14 days of making your reservation.
- **Final payment:** Final payment is due 7 days prior to visit.
- **Payment Methods:** We accept checks, money orders or credit cards (Visa, MasterCard, American Express or Discover.) Purchase orders are accepted for BCPS. Make your check out to Museum of Discovery and Science.
- **Payment Address:** Mail check to: Attn: Reservations Museum of Discovery and Science 401 SW 2nd St., Fort Lauderdale, FL 33312
- **Rescheduling Fee:** If you reschedule your visit date, you will be charged a $25 rescheduling fee. Please note that rescheduling cannot be guaranteed due to limited availability.
- **Cancellation and Refunds:**
  - If you cancel your reservation within 14 days of booking your visit, there will be no penalty.
  - If you cancel your reservation 14 days or more after booking your visit, you will forfeit your 20% non-refundable deposit.
  - If you cancel your reservation 7 days or more before your visit, you will be issued a refund less your 20% non-refundable deposit.
  - If you cancel less than 7 days before your scheduled visit, no refund will be issued.
  - There will be no refund if your group is a no-show the day of your scheduled visit.
  - There will be no refund if you lower your head count less than 14 days before your visit.
**2018 SPECIAL OFFER**
Complete your Field Trip by 12/21/18 to receive a **FREE** Demonstration when you book one of the packages below.
Exhibits + IMAX Film + Demo = $16

---

**Exhibit/IMAX Film/Programs**

**1. Select a topic by grade level.**
**2. Select an IMAX Film.**
**3. Select a grade appropriate program.**

---

**CORAL REEFS (GRADES 6-8)**
**Exhibit:** Florida EcoScapes
**IMAX Films:**
- Great Barrier Reef 3D
- Under the Sea 3D
- Deep Sea 3D
**Program:** (Grades 6-8) Coral Reef Rangers

---

**HUMAN BODY (GRADES K-5)**
**Exhibit:** Powerful You!
**IMAX Film:** Born to Be Wild 3D
**Programs:**
- (Grades K-2) Can You Sense This?
- (Grades 3-5) Guts, Goo, and Poo!

---

**ANIMALS (GRADES K-8)**
**Exhibits:** Florida EcoScapes, Otters at Play
**IMAX Films:**
- Deep Sea 3D
- Galapagos 3D
- Under the Sea 3D
- Great Bear Rainforest
- Great Barrier Reef 3D
- Born to Be Wild 3D
- Incredible Predators 3D
- Island of Lemurs: Madagascar 3D
**Programs:**
- (Grades K-2) Fur Scales and Tails
- (Grades K-8) Animal Ambassadors
- (Grades 6-8) Sensational Squids

---

**ENGINEERING WONDERS (GRADES K-8)**
**Exhibits:** Archimedes and KEVA
**Demonstration:** 10:30 a.m. Meet Archimedes
**IMAX 3D Film:** 11:30 a.m. Dream Big
<table>
<thead>
<tr>
<th>Packages by Topic and Grade Level</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FORCES (GRADES K-8)</strong></td>
</tr>
<tr>
<td><strong>Exhibits:</strong> Science Park, Gizmo City</td>
</tr>
<tr>
<td><strong>IMAX Films:</strong> Dream Big 3D</td>
</tr>
<tr>
<td>Space Station 3D</td>
</tr>
<tr>
<td>Hubble 3D</td>
</tr>
<tr>
<td><strong>Programs:</strong></td>
</tr>
<tr>
<td>(Grades K-2) Fascinating Forces</td>
</tr>
<tr>
<td>(Grades 3-5) STEM Magic</td>
</tr>
<tr>
<td>May the Force Be with You</td>
</tr>
<tr>
<td>(Grades 6-8) Rollercoaster Physics</td>
</tr>
<tr>
<td>Meet Archimedes</td>
</tr>
<tr>
<td>Levers and Pulleys</td>
</tr>
<tr>
<td>Newton’s Laws</td>
</tr>
<tr>
<td><strong>WEATHER (GRADES K-5)</strong></td>
</tr>
<tr>
<td><strong>Exhibits:</strong> Storm Center, Florida Water Story</td>
</tr>
<tr>
<td><strong>IMAX Films:</strong> A Beautiful Planet 3D</td>
</tr>
<tr>
<td><strong>Programs:</strong></td>
</tr>
<tr>
<td>(Grades K-2) Water the States of Matter</td>
</tr>
<tr>
<td>(Grades 3-5) What’s Up with Weather</td>
</tr>
<tr>
<td><strong>ENGINEERING (GRADES 3-8)</strong></td>
</tr>
<tr>
<td><strong>Exhibits:</strong> Science Park, Gizmo City, Powerful You</td>
</tr>
<tr>
<td><strong>IMAX Films:</strong> Dream Big 3D</td>
</tr>
<tr>
<td>Space Station 3D</td>
</tr>
<tr>
<td><strong>Programs:</strong></td>
</tr>
<tr>
<td>(Grades 2-8) Amusement Park Engineers</td>
</tr>
<tr>
<td>(Grades 3-5) STEM Magic</td>
</tr>
<tr>
<td>(Grades 6-8) Building with KEVA Planks</td>
</tr>
<tr>
<td>Roller Coaster Physics</td>
</tr>
<tr>
<td>Engineering Challenge</td>
</tr>
<tr>
<td>Makers Faire Mini Lab</td>
</tr>
<tr>
<td><strong>STATES OF MATTER (GRADES K-8)</strong></td>
</tr>
<tr>
<td><strong>Exhibits:</strong> Storm Center, Florida Water Story</td>
</tr>
<tr>
<td><strong>IMAX Films:</strong> A Beautiful Planet 3D</td>
</tr>
<tr>
<td><strong>Programs:</strong></td>
</tr>
<tr>
<td>(Grades K-8) Kaboom! or Nitro Show</td>
</tr>
<tr>
<td>(Grades K-2) Water the States of Matter</td>
</tr>
<tr>
<td>(Grades 3-5) Rockin’ Reactions</td>
</tr>
<tr>
<td><strong>EARTH AND SPACE (GRADES 3-5)</strong></td>
</tr>
<tr>
<td><strong>Exhibit:</strong> To Fly</td>
</tr>
<tr>
<td><strong>IMAX Films:</strong> Hubble 3D</td>
</tr>
<tr>
<td>Space Station 3D</td>
</tr>
<tr>
<td><strong>Programs:</strong> (Grades 3-5) Inside Earth</td>
</tr>
<tr>
<td><strong>ECOSYSTEMS (GRADES K-8)</strong></td>
</tr>
<tr>
<td><strong>Exhibits:</strong> Storm Center, Florida Water Story</td>
</tr>
<tr>
<td>Florida Ecoscapes, Otters at Play</td>
</tr>
<tr>
<td><strong>IMAX Films:</strong> Amazon Adventure</td>
</tr>
<tr>
<td>Great Barrier Reef 3D</td>
</tr>
<tr>
<td>Great Bear Rainforest 3D</td>
</tr>
<tr>
<td>National Parks Adventure 3D</td>
</tr>
<tr>
<td>A Beautiful Planet 3D</td>
</tr>
<tr>
<td>Born to Be Wild 3D</td>
</tr>
<tr>
<td>Incredible Predators 3D</td>
</tr>
<tr>
<td>Island of Lemurs Madagascar 3D</td>
</tr>
<tr>
<td><strong>Programs:</strong></td>
</tr>
<tr>
<td>(Grades K-8) Animal Ambassadors</td>
</tr>
<tr>
<td>(Grades 6-8) Coral Reef Crusaders</td>
</tr>
<tr>
<td><strong>SIMULATOR RIDES (GRADES K-8)</strong></td>
</tr>
<tr>
<td>(included in Exhibits admission)</td>
</tr>
<tr>
<td>Mars Rover</td>
</tr>
<tr>
<td>7D Capsule Theater</td>
</tr>
<tr>
<td>Everglades Airboat Adventure</td>
</tr>
</tbody>
</table>
The Day of Your Visit

Where to go: All buses should arrive at the bus loop located on SW 5th Avenue for student drop off. Limited bus parking is assigned on a first-come, first-served basis. Drivers can enter the exhibit area at no charge. Cars and vans are not permitted to park in the bus loop.

Greeting: A Museum greeter will meet your group at the bus. All students will remain in the Grand Atrium until the group leader has completed check-in.

Arrival Time: All groups are required to be at the Museum 20 minutes prior to scheduled film. If your group is going to be late, please call immediately. 954.713.0930.

Late Arrivals: Late arrivals will not be admitted into the IMAX® Theater and refunds will not be issued.

Check-In:
- Present your Reservation Number and a copy of your signed confirmation letter at Group Check-In.
- Give an exact count of students and chaperones in your group.
- Distribute itinerary to all your chaperones.
- In the event of a remaining balance, you may pay via check, money order or a credit card (Visa, MasterCard, American Express and Discover.) Purchase orders are accepted for BCPS.
- No refunds will be given for no-shows.
- School group is responsible for paying for the number of attendees confirmed as of seven (7) days prior to visit.

Lunch:
- Lunches must be stored on the bus in coolers provided by your group. The Museum does not have storage facilities.
- Limited lunch seating is available in the Grand Atrium on a first-come, first-serve basis. You also have the option to eat at Esplanade Park across the street from the Museum.
- Food and drink are not permitted in the AutoNation® IMAX® Theater or on the exhibits floor.

Items to leave on the bus:
- Backpacks
- Coolers
- Outer clothing, such as jackets
- Lunch containers

Exhibits Floors open at 10 a.m.

Option 1
IMAX
10:00 am – 11:00 am
Lunch
11:00 am – 11:30 am
Exhibits
11:30 am – 1:30 pm
Lab or Demo
11:15 am • 12:00 pm • 12:45 pm

Option 2
Exhibits
10:00 am – 12:00 pm
Lunch
12:00 pm – 12:45 pm
IMAX
12:45 pm – 1:30 pm
Lab or Demo
10:00 am • 10:45 am • 11:30 pm

Option 3
(Early Departure)
Exhibits
10:00 am – 11:30 am
IMAX
11:30 am – 12:15 pm
Lunch or Depart
12:15 pm – 1:00 pm
Lab or Demo
10:00 am • 10:45 am • 12:30 pm

Pre-K and K
2nd Floor Exhibits
9:30 am – 10:15 am
IMAX
10:00 am – 11:00 am
The Discovery Center
11:00 am – 11:45 pm
Lunch or Depart
11:45 pm – 12:30 pm
Lab or Demo
11:15 am • 12:00 pm

Your Explore Store Visit
Any questions call 954.712.1167
You can pre-order “Science to Go” Gift Bags from the Explore Store and they will be waiting for you the day of your visit. After you book your Museum visit, special gift bag order forms with instructions will be included in your reservations packet. Students are also welcome to shop in the Explore Store in small groups accompanied by at least one chaperone for every 10 students.

Gift Bag #1 • $5.00
Plastic Mini Snake
Zoo Animal Eraser
Museum Logo Mood Pencil
Pencil Sharpener
Spark Racers
Building Kit
Gravity Clock Postcard
Gift Bag #2 • $10.00
Museum Logo Mood Pencil
Building Kit
Blue Acrylic Dolphin
Gravity Clock Postcard
Box of Fools Gold (Pyrite)
Gift Bag #3 • $13.00
Museum Logo Mood Pencil
Building Kit
Gravity Clock Postcard
Box of Fools Gold (Pyrite)

Explore Store
Museum of Discovery and Science

We accept Visa, Master Card, American Express, Discover and School Checks.

NO REFUNDS OR EXCHANGES.
Items of equal value may be substituted without notice.
**Fee Schedule Through June 4, 2019**

**SCHOOL GROUP PRICING**

A minimum of 15 students is required to take advantage of the following School Group Rates:

<table>
<thead>
<tr>
<th>Description</th>
<th>Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>❶ Exhibits Only</td>
<td>$11.00 per student</td>
</tr>
<tr>
<td>❷ IMAX® Only</td>
<td>$7.00 per student</td>
</tr>
<tr>
<td>❸ Combo Adventure (includes Exhibits and one IMAX® film)</td>
<td>$16.00 per student</td>
</tr>
<tr>
<td>❹ Ultimate Museum Adventure (includes Exhibits, one IMAX® film, and one Lab OR Demo)</td>
<td>$18.00 per student</td>
</tr>
</tbody>
</table>

- Add a Keller Science Theater Presentation to your Museum Visit | $2.00 per student
- Add a MaxFlight Experience to your Museum Visit                | $2.00 per student
- Add a Lab to your Museum Visit                                  | $2.00 per student
- Add a Demo to your Museum Visit                                 | $2.00 per student
- Add an Outreach/Planetarium program conducted during your visit to the Museum | $3.00 per student
- Engineering Wonders or Reef Science (Exhibits, one IMAX and Free Demonstration) Complete trip by 12/21/18 | $16.00 per student

- Chaperones (Grades 1-12) One free exhibit admission with every 10 students; $5.00 for each IMAX® film*
- Chaperones (Grades Pre-K and K) One free exhibit admission with every 5 students; $5.00 for each IMAX® film*

**NOTE: Prices do not apply to special engagement films.** *$5.00 with advance reservations only*

- Additional Chaperones Pay Student Rate
- Bus Drivers Free exhibit admission with each group IMAX $7.00

**Museum on Wheels Outreach**

<table>
<thead>
<tr>
<th>Program</th>
<th>Fee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assembly</td>
<td>$275.00 first program each day • $175.00 each additional (up to four per day)</td>
</tr>
<tr>
<td>Classroom</td>
<td>$200.00 first program each day • $120.00 each additional (up to four per day)</td>
</tr>
</tbody>
</table>

**Address:**
401 SW Second Street
Fort Lauderdale, FL 33312
www.mods.org

**Reservations:**
954.713.0930
or sales@mods.net

**Museum Hours:**
Monday through Saturday
10:00 a.m. - 5:00 p.m.
Sunday
Noon - 5:00 p.m.
NEW TRAVELING EXHIBITS

EUREKA! THE SCIENCE OF ARCHIMEDES
September 15, 2018 - January 7, 2019

DESIGN ZONE
January 19 - April 28, 2019

HALL OF HEROES
May 18 - September 2, 2019

NEW MUSEUM EXHIBITS

Design!
Build!
Play!
KEVA!
Opens November 10, 2018