

# Field Trip Opportunities



## Kids and educators love field trips at Raven Hill Discovery Center

Field trips are designed for school groups, scout troupes, camps or any group you want to put together! Scouts and other youth organizations can schedule day programs or overnights to work on activities to fulfill badges, patches or pins. Teachers can choose science, history and art activities to fit their particular curriculum needs.

## ACTIVITY OPTIONS IN SCIENCE, HISTORY, ART, STEM

- Hands on explorations
- Problem-solving activities
- Informal learning
- Engaging sessions

### INDOORS

The hands-on museum building allows students to explore light, sound, motion, magnets, music, earth and life science in a hands-on way to make connections between science, history and art. Students also have an opportunity to learn about and pet or hold exotic animals, including snakes, lizards and turtles.

### OUTDOORS

Students can take an exciting trip through geologic time from the beginnings of our Earth through the ice ages and beyond; explore the Ancient World, Schoolhouse, Treehouse, Connections Trail, Music Garden, Pond and more.

### GENERAL ADMISSION \$10 PER PERSON

Includes hands-on museum, animals and outdoor exploration.

**Note:** *If you choose to add one or more activities, there will be an additional fee per activity per person added to the admission charge.*



*Call or email to schedule your field trip.*

# Outreach Opportunities

- Classroom and library programs
- Hands-on explorations
- Problem-solving activities
- Informal learning
- Engaging sessions



## ANIMALS TO GO

Everyone's favorite! Participants learn about and can pet or hold exotic animals, including snakes, lizards and turtles. Observation and comparison skills are emphasized. They are encouraged to verbalize likenesses and differences between the animals. Participants also learn some of the natural history of each animal.

## MUSEUMS TO GO

This program targets everyone at all developmental age levels and enables everyone to understand their world better. The program allows hands-on exploration of the science of light, sound, motion, magnets, earth and life science with connections between science, history and art.

## SCIENCE MAGIC

Through mini-demonstrations of various science concepts, participants witness objects that float, balance, change and surprise. The science behind each "trick" is revealed and then experienced through hands-on exploration. Perfect for schools, libraries, and community events.

## STEM TO GO

Short but challenging hands-on activities and a focus on different engineering careers. Participants are chosen to "assist" as specific engineers. Each person in the group gets a chance to practice creative and critical thinking skills in engineering fields such as structural, mechanical, chemical, electrical, civil and aeronautical.

## PHYSICAL SCIENCE TO GO

- Magnets (how they work and uses)
- Lasers (how they work and uses – inside a dark classroom)
- Light explorations
- Sound explorations
- Big wheels (simple machines and force and motion)

## CHEMICAL SCIENCE TO GO

- To the rim (states of matter)
- Properties of water
- Surface tension
- Properties of air – entertaining "show" (some hands-on)

## LIFE SCIENCE TO GO

- Adaptation and natural selection
- Human fur (heat and temperature)
- Circulatory system

## EARTH SCIENCE TO GO

- Rock cycle
- Volcanoes
- Earth to home
- Lost on the moon
- Fossil ID
- Rockets

## HISTORY AND ART PROGRAMS AVAILABLE UPON REQUEST

*Call or email for more information*