

2016 - 2017 PROGRAM PACKET

DISCOVERYMUSEUM.NET/EDUCATORS-GROUPS

**MULTIPLE NEW
PROGRAMS AVAILABLE!**

HISTORY SPECIALS

DELUXE MOCCASIN TRAIL

**ONCE UPON A TIME
STORYTELLING &
IMPROVISATION**

**SPECIAL NEEDS &
HOMESCHOOL
ADAPTATIONS AVAILABLE**

**TRAVELING OUTREACH
FOR ALL PROGRAMS**

**OUR PROGRAMMING
MEETS THE VIRGINIA
STANDARDS OF
LEARNING AND
COMMON CORE**

**SHENANDOAH VALLEY
DISCOVERY MUSEUM**
19 WEST CORK ST.
WINCHESTER VA 22601





Fabulous Five Senses

Students explore and experiment with the five senses through a series of hands-on activities. Focus includes the organ receptors and the connection of the central nervous system to the parts of the brain responsible for interpreting and responding to sensory information. Program can include a five senses scavenger hunt at the museum.

VA Science SOLS: K.1, K.2, 1.1, 1.2 Common Core: SC.O.K.1.04, SC.O.K.2.01

Digging Into Seeds

In this hands-on workshop filled with interactive songs, children explore the role of the seed in the life cycle of plants. Magnifiers are used to identify the various parts of seeds, from seed coat to embryo. Fruits are cut open to reveal the seeds inside and slices are sampled. Each child plants a seed to take home to allow future observation of root, stem, and leaf growth.

VA Science SOLS: K.1, K.6, K.7, K.9, 1.1, 1.3, 1.4, 1.5, 1.8 Common Core: SC.0.K.2.12; SC.0.1.2.04 NGSS: 2-LS2-1

Colors

Explore the world of color with a series of hands-on activities and experiments. Focus includes primary and secondary colors, absorption, and mixing colors.

VA Science SOLS K.4, 1.3, VA Visual Arts SOLS K.7, 1.7, 2.5

Investigating Insects

Students become familiar with a variety of insects with common characteristics, their physical needs, their life cycles, and the similarities of offspring to adults. Hands-on activities include making a take home model of an insect.

VA Science SOLS: K., K.6, K.7, K.9, 1.5, 2.4, 2.5, 2.7, 3.4, 3.5, 3.8, 3.10, 4.5
Common Core: SC.S.K.3, SC.S.1.1, SC.O.1.1.04, SC.O.1.1.06, SC.S.2.1, SC.O.3.2.01

Magnets: What's The Attraction?

Students make predictions, test the principles of magnetic attraction and repulsion, examine a magnetic field, and test the strength of different magnets. Includes hands-on activities and experiments.

VA Science SOLS: K.1, K.3, K.4, 1.1, 1.2; Common Core: SC.O.K.1.04, SC.O.K.1.05, SC.O.K.2.08, SC.O.1.1.04, SC.O.1.1.05, SC.O.1.2.10

Water Isn't Just Wet

Children are introduced to the water cycle through dramatic play. They use the scientific method by making predictions/observations and testing objects that sink or float.

VA Science SOLS: K.1, K.5, K.7, K.10, K.11, 1.1, 1.3, 1.4, 1.5, 1.8 Common Core: SC.O.K.2.05, SC.S.1.2, SC.S.2.2

Animal Adaptations

Hands-on activities allow the student to explore animal adaptations with an emphasis on mimicry, camouflage, environmental adaptations, and physical/structural and behavioral adaptations. Program can include a museum scavenger hunt and exhibit observations, as well as an art extension. Program can also focus specifically on life cycles.

VA Science SOLS: 2.4, 2.5, 2.7, 3.4, 3.5, 3.6, 3.10, 4.5, 5.1, 5.5 Common Core: SC.0.K.3.02, SC.0.1.2.18 NGSS: 1-LS1-1., 1-LS3-1., 2-LS4-1

Digging Into Seeds

In this hands-on workshop filled with interactive songs, children explore the role of the seed in the life cycle of plants. Magnifiers are used to identify the various parts of seeds, from seed coat to embryo. Fruits are cut open to reveal the seeds inside and slices are sampled. Each child plants a seed to take home to allow future observation of root, stem, and leaf growth.

VA Science SOLS: K.1, K.6, K.7, K.9, 1.1, 1.3, 1.4, 1.5, 1.8 Common Core: SC.0.K.2.12; SC.0.1.2.04 NGSS: 2-LS2-1

Discover Geography

This hands-on program emphasizes map-reading skills and builds students' understanding of geography. Topics include the globe, directional words, title, legend, compass rose, continents and oceans, letter-number grids, equator, prime meridian, hemispheres, latitude and longitude, landforms and water features, and Virginia's geographic regions, products, and industries.

VA Social Studies SOLS: K.3, K.4, K.5, 1.4, 2.4, 2.5, 2.6, 3.5, 3.6, VS.1, VS.2 Common Core: SC.0.1.2.17; SC.0.2.2.12; SC.0.2.2.16; SC.0.3.2.22; SC.0.3.2.23; SC.0.4.2.25; SC.0.5.2.22; SC.0.5.2.19



Simple Machines

A hands-on demonstration includes such basic simple machines as lever, pulley, wedge, inclined plane, and screw. Students then investigate and experiment with common objects that function as simple machines – everything from shoe laces to pizza cutters. Program includes a scavenger hunt of simple machines at the museum.

VA Science SOLS 2.1, 3.1, 3.2, 4.1, 4.2 Common Core: SC.0.1.3.01, SC.0.3.2.11, SC.0.3.2.13 NGSS: 2-PS1-2., 2-PS1-3

The Weather Out There

Students will hone their scientific observation skills through an interactive presentation and discussion that includes various weather phenomenon, precipitation, how weather is created, air pressure, and weather-predictive/measuring tools.

**VA Science SOLS: 2.1, 2.3, 2.6, 2.7, 2.8, 3.1, 3.8, 3.9, 3.10, 4.1, 4.6, 5.1, 5.7
Common Core: SC.O.K.2.10**

Fabulous Five Senses

Students explore and experiment with the five senses through a series of hands-on activities. Focus includes the organ receptors and the connection of the central nervous system to the parts of the brain responsible for interpreting and responding to sensory information. Program can include a five senses scavenger hunt at the museum.

VA Science SOLS: K.1, K.2, 1.1, 1.2 Common Core: SC.O.K.1.04, SC.O.K.2.01

Water Isn't Just Wet

Children are introduced to the water cycle through dramatic play. They use the scientific method by making predictions/observations and testing objects that sink or float. Water conservation, evaporation, and condensation are included.

VA Science SOLS: K.1, K.5, K.7, K.10, K.11, 1.1, 1.3, 1.4, 1.5, 1.8 Common Core: SC.O.K.2.05, SC.S.1.2, SC.S.2.2 NGSS: 2-PS1-1., 2-ESS2-3

Investigating Insects

Students become familiar with insect characteristics, needs, life cycles and metamorphosis, varying habitats, and how adaptations to changing environments occur. After a process of brainstorming and examination of photographs, students create their own insects that are physically adapted to a specific environment.

**VA Science SOLS: K., K.6, K.7, K.9, 1.5, 2.4, 2.5, 2.7, 3.4, 3.5, 3.8, 3.10, 4.5
Common Core: SC.S.K.3, SC.S.1.1, SC.O.1.1.04, SC.O.1.1.06, SC.S.2.1, SC.O.3.2.01**

Magnets: What's the Attraction?

Students make predictions, test the principles of magnetic attraction and repulsion, examine a magnetic field, and test the strength of different magnets. Includes hands-on activities and experiments.

VA Science SOLS: K.1, K.3, K.4, 1.1, 1.2; Common Core: SC.O.K.1.04, SC.O.K.1.05, SC.O.K.2.08, SC.O.1.1.04, SC.O.1.1.05, SC.O.1.2.10

History Special #1: Powhatan and George Washington

Make the first grade social studies SOLS come alive with an interactive program exploring the lives of the Powhatan at the Shenandoah Valley Discovery Museum and a visit across the street to the George Washington Office, where the founding father worked as a surveyor. (Special pricing applies.)

VA Social Studies SOLS 1.2, 1.3. Common Core: SS.K.H.CL1.3, SS.3.H.CL1.1, SS.3.H.CL1, SS.3.H.CL1.4, SS.3.H.CL1.6

Moccasin Trail

The life and culture of Eastern Woodland Native Americans is revealed through discussion and hands on experience with shelter, clothing, tools, toys, music, and foods.

VA Science SOLS K.10, K.11, 1.7, 1.8, 2.5, 2.8, 3.6, 3.10, 4.5; VA History and Social Studies SOLS: K.1, K.2, K.3, K.6, 1.1, 1.6, 1.7, 1.12, 2.2, 2.3, 2.4, 2.7, 2.8, 2.9, 2.12, 3.12; Virginia Studies: VS.2, VS.3, VS.4, US1.1, US1.3, US1.4, WHII.4 Common Core: SS.K.H.CL1.3, SS.3.H.CL1.1, SS.3.H.CL1, SS.3.H.CL1.4, SS.3.H.CL1.6

Moccasin Trail Deluxe

Compare and contrast the cultures of the Eastern Woodland Native Americans with the cultures of the Plains and Pueblo Native Americans. This longer program includes time in the longhouse with a hands-on exploration of shelter, clothing, tools, toys, music, and foods of the Powhatan. Students will also spend time in the classroom with a live demonstration program by members of Pueblo Native American tribes about culture, clothing, shelter, music and dance.

VA Science SOLS K.10, K.11, 1.7, 1.8, 2.5, 2.8, 3.6, 3.10, 4.5; VA History and Social Studies SOLS: K.1, K.2, K.3, K.6, 1.1, 1.6, 1.7, 1.12, 2.2, 2.3, 2.4, 2.7, 2.8, 2.9, 2.12, 3.12; Virginia Studies: VS.2, VS.3, VS.4, US1.1, US1.3, US1.4, WHII.4 Common Core: SS.K.H.CL1.3, SS.3.H.CL1.1, SS.3.H.CL1, SS.3.H.CL1.4, SS.3.H.CL1.6

Discover Geography

This hands-on program emphasizes map-reading skills and builds students' understanding of geography. Topics include the globe, directional words, title, legend, compass rose, continents and oceans, letter-number grids, equator, prime meridian, hemispheres, latitude and longitude, landforms and water features, and Virginia's geographic regions, products, and industries.

VA Social Studies SOLS: K.3, K.4, K.5, 1.4, 2.4, 2.5, 2.6, 3.5, 3.6, VS.1, VS.2
Common Core: SC.0.1.2.17; SC.0.2.2.12; SC.0.2.2.16; SC.0.3.2.22; SC.0.3.2.23;
SC.0.4.2.25; SC.0.5.2.22; SC.0.5.2.19

History Special #2: Virginia History

Make the fourth grade social studies SOLS come alive with an interactive program exploring the lives of the Native Americans and early settlers, as well as the impact of Virginia regions and waterways on settlement at the Shenandoah Valley Discovery Museum. This visit is combined with a tour of the George Washington Office across the street, where the founding father once worked as a surveyor, as well as a walking trip to the Old Court House Civil War Museum for immersion into local Civil War history. Call for pricing and availability.

VA Social Studies SOLS VS2, VS3, VS4, VS5, VS7, VS8. Common Core: SS.K.H.CL1.3, SS.3.H.CL1.1, SS.3.H.CL1, SS.3.H.CL1.4, SS.3.H.CL1.6

Animal Adaptations

Hands-on activities allow the student to explore animal adaptations with an emphasis on mimicry, camouflage, environmental adaptations, and physical/structural and behavioral adaptations. Program can include a museum scavenger hunt and exhibit observations, as well as an art extension. Program can also focus specifically on life cycles.

VA Science SOLS: 2.4, 2.5, 2.7, 3.4, 3.5, 3.6, 3.10, 4.5, 5.1, 5.5 Common Core: SC.0.K.3.02, SC.0.1.2.18 NGSS: 3-LS4-3, 3-LS4-2, 4-LS1-1.

Simple Machines

A hands-on demonstration includes such basic simple machines as lever, pulley, wedge, incline plane, and screw. Students then investigate and experiment with common objects that function as simple machines – everything from shoe laces to pizza cutters. Program includes a scavenger hunt of simple machines at the museum.

VA Science SOLS 2.1, 3.1, 3.2, 4.1, 4.2 Common Core: SC.0.1.3.01, SC.0.3.2.11, SC.0.3.2.13

The Weather Out There

Students will hone their scientific observation skills through an interactive presentation and discussion that includes various weather phenomenon, precipitation, how weather is created, air pressure, and weather -measuring tools.

VA Science SOLS: 2.1, 2.3, 2.6, 2.7, 2.8, 3.1, 3.8, 3.9, 3.10, 4.1, 4.6, 5.1, 5.7
Common Core: SC.O.K.2.10 NGSS: 3-ESS2-1

Discover Electricity

It's Shocking! Discover the principles of electricity with this hands-on session that includes opportunities to build simple and parallel circuits, as well as observe the workings of a Van de Graaf generator and a plasma ball. Can be expanded to include series circuits as well.

VA Science SOLS 4.1, 4.2, 4.3, PS11 Common Core: SC.04.2.16; SC.0.4.2.18; SC.0.4.2.19 NGSS: 3-PS2-3, 4-PS3-2

Water Isn't Just Wet

Children review the water cycle through dramatic play. They use the scientific method by making predictions/observations in a hands-on activity involving wastewater treatment. Water conservation, evaporation, and condensation are included.

VA Science SOLS: 3.9, 4.9 Common Core: SC.O.K.2.05, SC.S.1.2, SC.S.2.2

Investigating Insects

Students become familiar with insect characteristics, needs, life cycles and metamorphosis, varying habitats, and how adaptations to changing environments occur. After a process of brainstorming and examination of photographs, students create their own insects that are physically adapted to a specific environment.

VA Science SOLS: K., K.6, K.7, K.9, 1.5, 2.4, 2.5, 2.7, 3.4, 3.5, 3.8, 3.10, 4.5

Common Core: SC.S.K.3, SC.S.1.1, SC.O.1.1.04, SC.O.1.1.06, SC.S.2.1, SC.O.3.2.01

Discover Astronomy (Outreach Program Only)

Discover astronomy with our portable Star Lab planetarium, set up in your school's gym, cafeteria, or a large empty classroom. Programs exploring Earth's latitude and longitude; the relationships between the Earth, moon, sun, and planets in our solar system; the constellations and their seasonal changes; and plate tectonics are all possible program topics.

VA Science SOLS K.1, K.8, 1.6, 2.1, 2.2, 3.8, 4.7, 4.8, 5.1, 5.5, 6.8, ES.1, ES.3, ES13,

PH5 Common Core: SC.S.3.1, SC.S.4.1 SC.S.6.2, SC.S.7.2

Roller Coaster Physics

Bring Newton's three laws of motion to life in this interactive, hands-on session that connects each law to an aspect of a roller coaster, complete with opportunities to apply new knowledge to roller coaster construction. Can be extended to include maker time in which students work in teams to craft a roller coaster through diverse materials.

VA Science SOLS: 3.1, 3.2, 3.11, 4.1, 4.2, 5.1, 6.1, 6.2, PS.6, PS.10, PH.4, PH.5,

PH.6, PH.7 Common Core: SC.O.K.2.09, SC.0.1.2.12, SC.0.2.2.10, SC.0.3.2.12, SC.0.3.2.13, SC.0.3.2.14, SC.0.4.2.22, SC.0.4.2.21, SC.0.5.2.16

Moccasin Trail

The life and culture of Eastern Woodland Native Americans is revealed through discussion and hands-on experience with shelter, clothing, tools, music, and foods.

VA Science SOLS K.10, K.11, 1.7, 1.8, 2.5, 2.8, 3.6, 3.10, 4.5; VA History and Social Studies SOLS: K.1, K.2, K.3, K.6, 1.1, 1.6, 1.7, 1.12, 2.2, 2.3, 2.4, 2.7, 2.8, 2.9, 2.12, 3.12; Virginia Studies: VS.2, VS.3, VS.4, US1.1, US1.3, US1.4, WHII.4 Common Core: SS.K.H.CL1.3, SS.3.H.CL1.1, SS.3.H.CL1, SS.3.H.CL1.4, SS.3.H.CL1.6

Moccasin Trail Deluxe

Compare and contrast the cultures of the Eastern Woodland Native Americans with the cultures of the Plains and Pueblo Native Americans. This longer program includes time in the longhouse with a hands-on exploration of shelter, clothing, tools, toys, music, and foods of the Powhatan. Students will also spend time in the classroom with a live demonstration program by members of Pueblo Native American tribes about culture, clothing, shelter, music and dance.

VA Science SOLS K.10, K.11, 1.7, 1.8, 2.5, 2.8, 3.6, 3.10, 4.5; VA History and Social Studies SOLS: K.1, K.2, K.3, K.6, 1.1, 1.6, 1.7, 1.12, 2.2, 2.3, 2.4, 2.7, 2.8, 2.9, 2.12, 3.12; Virginia Studies: VS.2, VS.3, VS.4, US1.1, US1.3, US1.4, WHII.4 Common Core: SS.K.H.CL1.3, SS.3.H.CL1.1, SS.3.H.CL1, SS.3.H.CL1.4, SS.3.H.CL1.6

Once Upon A Time: Storytelling and Improvisation

Students use creative dramatics and improvisation games to embellish and tell stories using story skeletons. Emphasis is on oral communication, but can include writing extension activities to be completed at the museum or back in the classroom.

VA Language Arts SOLS K.1, 1.1, 2.1, 1.1, 2.3, 2.12, 3.1, 3.2, 4.1, 4.2, 4.3, 4.7, 4.8, .5.1, 5.2, 5.3, 5.7, 5.8 Common Core CCSS.SL.1.4, SL.2.4, SL.2.5, SL.3.4, SL.3.5, SL.4.4, SL.4.5, SL.4.6, SL.5.4, SL.5.5, SL.5.6, SL.6.4, SL.6.5, SL.6.6,

Animal Adaptations

Hands-on activities allow the student to explore animal adaptations with an emphasis on mimicry, camouflage, environmental adaptations, and physical/structural and behavioral adaptations. Program can include a museum scavenger hunt and exhibit observations, as well as an art extension. Program can also focus specifically on life cycles.

VA Science SOLS: 2.4, 2.5, 2.7, 3.4, 3.5, 3.6, 3.10, 4.5, 5.1, 5.5 Common Core: SC.0.K.3.02, SC.0.1.2.18 NGSS: MS-LS1-5

Once Upon A Time: Storytelling and Improvisation

Students use creative dramatics and improvisation games to embellish and tell stories using story skeletons. Emphasis is on oral communication, but can include writing extension activities to be completed at the museum or back in the classroom.

VA Language Arts SOLS K.1, 1.1, 2.1, 1.1, 2.3, 2.12, 3.1, 3.2, 4.1, 4.2, 4.3, 4.7, 4.8, .5.1, 5.2, 5.3, 5.7, 5.8 Common Core CCSS.SL.1.4, SL.2.4, SL.2.5, SL.3.4, SL.3.5, SL.4.4, SL.4.5, SL.4.6, SL.5.4, SL.5.5, SL.5.6, SL.6.4, SL.6.5, SL.6.6,

Strawberry DNA

Students experience the scientific process from beginning to end as they conduct an experiment in which they extract DNA from a strawberry. Experiment can be extended to include comparisons between strawberry DNA and the DNA of other fruits and vegetables.

VA Science SOLS: BIO.5-7, LS.4, LS.12, LS.13 Common Core: SC.0.8.2.07

The Weather Out There

Students will hone their scientific observation skills through an interactive presentation and discussion that includes various weather phenomenon, precipitation, how weather is created, air pressure, and weather -measuring tools.

VA Science SOLS: 2.1, 2.3, 2.6, 2.7, 2.8, 3.1, 3.8, 3.9, 3.10, 4.1, 4.6, 5.1, 5.7
Common Core: SC.O.K.2.10

Roller Coaster Physics

Bring Newton's three laws of motion to life in this interactive, hands-on session that connects each law to an aspect of a roller coaster, complete with opportunities to apply new knowledge to roller coaster construction. Can be extended to include maker time in which students work in teams to craft a roller coaster through diverse materials.

VA Science SOLS: 3.1, 3.2, 3.11, 4.1, 4.2, 5.1, 6.1, 6.2, PS.6, PS.10, PH.4, PH.5, PH.6, PH.7 **Common Core: SC.O.K.2.09, SC.0.1.2.12, SC.0.2.2.10, SC.0.3.2.12, SC.0.3.2.13, SC.0.3.2.14, SC.0.4.2.22, SC.0.4.2.21, SC.0.5.2.16**

Discover Astronomy (Outreach Program Only)

Discover astronomy with our portable Star Lab planetarium, set up in your school's gym, cafeteria, or a large empty classroom. Programs exploring Earth's latitude and longitude; the relationships between the Earth, moon, sun, and planets in our solar system; the constellations and their seasonal changes; and plate tectonics are all possible program topics.

VA Science SOLS K.1, K.8, 1.6, 2.1, 2.2, 3.8, 4.7, 4.8, 5.1, 5.5, 6.8, ES.1, ES.3, ES13, PH5 **Common Core: SC.S.3.1, SC.S.4.1 SC.S.6.2, SC.S.7.2**

Discovery Electric Science

It's Shocking! Discover the principles of electricity with this hands-on session that includes opportunities to build simple and parallel circuits, as well as observe the workings of a Van de Graaf generator and a plasma ball. Can be expanded to include series circuits as well.

VA Science SOLS 4.1, 4.2, 4.3, PS11 **Common Core: SC.04.2.16; SC.0.4.2.18; SC.0.4.2.19**

Once Upon A Time: Storytelling and Improvisation

Students use creative dramatics and improvisation games to embellish and tell stories using story skeletons. Emphasis is on oral communication, but can include writing extension activities to be completed at the museum or back in the classroom.

VA Language Arts SOLS K.1, 1.1, 2.1, 1.1, 2.3, 2.12, 3.1, 3.2, 4.1, 4.2, 4.3, 4.7, 4.8, .5.1, 5.2, 5.3, 5.7, 5.8 Common Core CCSS.SL.1.4, SL.2.4, SL.2.5, SL.3.4, SL.3.5, SL.4.4, SL.4.5, SL.4.6, SL.5.4, SL.5.5, SL.5.6, SL.6.4, SL.6.5, SL.6.6,

Roller Coaster Physics

Bring Newton's three laws of motion to life in this interactive, hands-on session that connects each law to an aspect of a roller coaster, complete with opportunities to apply new knowledge to roller coaster construction. Can be extended to include maker time in which students work in teams to craft a roller coaster through diverse materials.

VA Science SOLS: 3.1, 3.2, 3.11, 4.1, 4.2, 5.1, 6.1, 6.2, PS.6, PS.10, PH.4, PH.5, PH.6, PH.7 Common Core: SC.O.K.2.09, SC.0.1.2.12, SC.0.2.2.10, SC.0.3.2.12, SC.0.3.2.13, SC.0.3.2.14, SC.0.4.2.22, SC.0.4.2.21, SC.0.5.2.16

Catch Some Waves: Sound That Is!

This workshop allows students opportunities for scientific observation and hands-on experimenting as they explore the principles of pitch, frequency, compression, vibration, wavelength, frequency, and the ability of different media to transmit sound.

VA Science SOLS: 5.1, 5.2, PS.8, PS.9, PH.8, PH.9 Common Core: SC.0.5.2.17 NGSS:



Discover Astronomy (Outreach Program Only)

Discover astronomy with our portable Star Lab planetarium, set up in your school's gym, cafeteria, or a large empty classroom. Programs exploring Earth's latitude and longitude; the relationships between the Earth, moon, sun, and planets in our solar system; the constellations and their seasonal changes; and plate tectonics are all possible program topics.

VA Science SOLS K.1, K.8, 1.6, 2.1, 2.2, 3.8, 4.7, 4.8, 5.1, 5.5, 6.8, ES.1, ES.3, ES13, PH5 Common Core: SC.S.3.1, SC.S.4.1 SC.S.6.2, SC.S.7.2 NGSS: 5-ESS1-1., 5-ESS1-2

Strawberry DNA

Students experience the scientific process from beginning to end as they conduct an experiment in which they extract DNA from a strawberry. Experiment can be extended to include comparisons between strawberry DNA and the DNA of other fruits and vegetables.

VA Science SOLS: BIO.5-7, LS.4, LS.12, LS.13 Common Core: SC.0.8.2.07

Discovery Electric Science

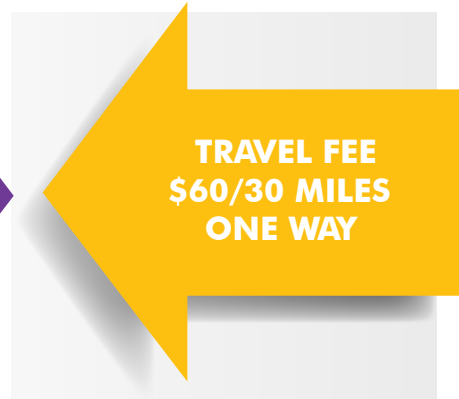
It's Shocking! Discover the principles of electricity with this hands-on session that includes opportunities to build simple and parallel circuits, as well as observe the workings of a Van de Graaf generator and a plasma ball. Can be expanded to include series circuits as well.

VA Science SOLS 4.1, 4.2, 4.3, PS11 Common Core: SC.04.2.16; SC.0.4.2.18; SC.0.4.2.19

Want to Visit the Museum?



Want Us to Visit You?



Reservations for programs offered during the 2016 - 2017 school year may be made by calling the museum, 540-722-2020 or by pre-registering on our website at www.discoverymuseum.net under Education and Exhibits. To hold your reservation, a \$50 non-refundable deposit toward your estimated total is required at the time of registration.

Cancellation Policy: Registration fees above the \$50 deposit will be refunded if cancellation is received two weeks prior to scheduled trip. The museum will make every effort to reschedule field trips cancelled due to weather; if a trip cannot be rescheduled, all fees will be refunded.