



2017 - 2018 PROGRAM PACKET

DISCOVERYMUSEUM.NET

**SPECIAL WATER PROGRAM AVAILABLE
DEC. 13 - JAN. 19!
PROGRAM PAIRED WITH
SMITHSONIAN'S
TRAVELING WATERWAYS
EXHIBIT AT SVDM.

CALL FOR DETAILS!**

**SPECIAL NEEDS &
HOMESCHOOL
ADAPTATIONS AVAILABLE**

**TRAVELING OUTREACH
FOR ALL PROGRAMS**

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

**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. Your program can include a five senses scavenger hunt at the museum.

VA Science SOL: K.1, K.2, 1.1, 1.2 Common Core: SC.O.K.1.04, SC.O.K.2.01 NextGen: 2-PS1-1

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. Emphasis is placed on pollination and seed development. Each child plants a seed to take home to allow future observation of root, stem, and leaf growth.

VA Science SOL: K.1, K.6, K.7, K.9, 1.1, 1.3, 1.4, 1.5, 1.8 Common Core: SC.O.K.2.12; SC.O.1.2.04 NextGen: 2-LS2-1, K-LS1-1, K-ESS2-2, I-LS1-1, K-ESS3-1

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 SOL: K.4, 1.3, VA Visual Arts SOL: K.7, 1.7, 2.5 NextGen: I-PS4-2, 2-PS1-1

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 SOL: 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 NextGen: K-LS-1, K-ESS2-2, K-ESS3-1, I-LS1-2, I-LS1-1

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 SOL: 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 NextGen: 2-PS-1, K-2-ETS1-1, K-2-ETS1-2, K-3-ETS1-3, 3-PS2-3, 3-PS2-4

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 SOL: 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 NextGen: 2-PS1-1, 2-PS1-2

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 SOL: 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. Emphasis is placed on pollination and seed development. Each child plants a seed to take home to allow future observation of root, stem, and leaf growth.

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Forces at Work

Students will explore push and pull as they build and test inclined planes at different angles using different surfaces. Your program includes graphic components and encourages students to use the scientific method.

VA Science SOL: K.1, K.3, 1.1, 1.2 NextGen: K-PS2-1, K-PS2-2, K-2-ETS1-1, K-2-ETS1-2, K-3-ETS1-3

Fabulous Five Senses

Students explore and experiment with the five senses through a series of hands-on activities. Focus includes the organ receptions 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 SOL: K.1, K.2, 1.1, 1.2 Common Core: SC.O.K.1.04, SC.O.K.2.01 NextGen: 2-PS1-1



Simple Machines

A hands-on demonstration includes uses of the six simple machines: 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 SOL: 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 NextGen: 2-PS1-2, 2-PS1-3

Discover Geography

This hands-on program emphasizes map-reading skills and builds students' understanding of geography. Topics may 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 SOL: 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 NextGen: 2-ESS2-2

The Weather Out There

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

VA Science SOL: 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 NextGen: K-2-ETS1-1, K-2-ETS1-2, K-3-ETS1-3, 3-ESS2-1, 3-ESS2-2, 3-ESS3-1

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 SOL: 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 NextGen: K-LS-1, K-ESS2-2, K-ESS3-1, I-LS1-2, I-LS1-1

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.

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History Special: The Powhatan and George Washington

Make the first grade social studies SOL 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 discounted pricing applies.)

VA Social Studies SOL: 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. Ask about our extended Moccasin Trail Deluxe Program!

VA Science SOL: K.10, K.11, 1.7, 1.8, 2.5, 2.8, 3.6, 3.10, 4.5; VA History and Social Studies SOL: 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

STEAM Night

Shenandoah Valley Discovery Museum is pleased to offer STEAM Family Programming to schools within a 60 mile radius of Winchester, VA.

STEAM Night packages include:

- Two hour evening program that combines STEAM learning and family/school connections.
- Hands-on activities that spark curiosity, while connecting to the Virginia Standards of Learning, NextGen standards, and Common Core standards in an enriching and imaginative way.
- Activities are geared to children in PreK-5 and are designed to allow parents/grandparents/guardians to self-guide their students through each station's experiment or activity.

Shenandoah Valley Discovery Museum provides supplies and equipment for up to 12 activities or stations, as well as a museum staff member to help with troubleshooting an volunteer training.

Schools are asked to:

- Provide a minimum of 15 adult volunteers to staff each station, although 24-30 adult volunteers are ideal.
- Provide 15 6' free-standing tables for station activities.
- Collect and provide recyclable materials as requested (cardboard tubes, yogurt containers, egg cartons, etc.).

Cost: \$500 for a maximum of 350 students. Cost covers loan of educational activities and equipment, as well as the expertise of an SVDM educator.



Discover Geography

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VA Social Studies SOL: 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 NextGen: 4-ESS2-2

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 SOL: 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

Meet Our Educators



Dr. Diane Jackson Schnoor holds a Ph.D. in Elementary Education and brings 15+ years of experience to the Discovery Museum team. She is a K-8 certified teacher, and founded a pre-school in New York State.

Jennifer Coleman spent 10 years as a classroom teacher before joining the Discovery Museum staff as a museum educator. This K-6 licensed instructor loves teaching school groups, and planning the next big Special Event at the Museum and beyond!



Mark Lawson is a career professional with over 30 years experience on the front lines of early childhood education, youth programming and family service. He has held positions in a wide range of settings and with children ranging in age 2 to 18.



Simple Machines

A hands-on demonstration includes uses of the six simple machines: 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 SOL: 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
NextGen: 3-LS1-1, 3-LS3-1, 3-LS3-2, 3-LS3-4

What's In Your Water?

Students use the scientific method by making predictions/observations in a hands-on activity involving wastewater treatment and the impact of pollutants on the watershed. Water conservation, evaporation, and condensation are included.

VA Science SOL: 3.9, 4.9, 6.7, 6.9 Common Core: SC.O.K.2.05, SC.S.1.2, SC.S.2.2 NextGen: 5-ESS2-2, 5-ESS3-1, 3-LS4-41, ESS2-1

Discover Electricity

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

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

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. Ask about our extended Moccasin Trail Deluxe Program!

VA Science SOL: K.10, K.11, 1.7, 1.8, 2.5, 2.8, 3.6, 3.10, 4.5; VA History and Social Studies SOL: 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

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 using diverse materials.

VA Science SOL: 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 NextGen: 3-PS2-1, 3-PS2-2

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 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 topics.

VA Science SOL: 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 NextGen: 5-ESS1-1, 5-ESS1-2



The Weather Out There

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

VA Science SOL: 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 NextGen: 3-ESS2-1, 3-ESS2-2

LIMITED TIME PROGRAM!

The Shenandoah Valley Discovery Museum is pleased to host "Water/Ways," a traveling exhibition from the Smithsonian's Museum on Main Street (MoMS) program.

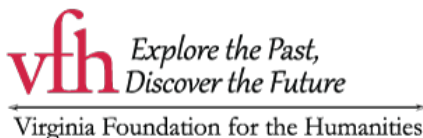
Your students can take full advantage of the amazing opportunity by booking a special program with SVDM educators focused on the Smithsonian's Water/Ways exhibition. Dive into water--an essential environmental, cultural, and historical component of life on our planet. Explore why water is important to different cultures around the world and the impact of pollution on the watershed. Your program can be adapted for grades K-12 with various hands-on activities.



December 13, 2017 to January 21, 2018 only!

Contact our education team to book now:

540-722-2020 x 106 or groupreservations@discoverymuseum.net



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

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 SOL: 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 SOL: BIO.5-7, LS.4, LS.12, LS.13 Common Core: SC.0.8.2.07

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VA Science SOL: 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 NextGen: 3-ESS2-1, 3-ESS2-2

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 using diverse materials.

VA Science SOL: 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

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VA Science SOL: 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

MUSEUM-IN-A-BOX!

Spark wonder in your classrooms by renting a "museum-in-a-box" filled with artifacts, lesson plans, and hands-on activities designed to spark curiosity and ignite learning in a playful way.

Kits available in 2017-2018 include:

- DINOSAURS AND FOSSILS
- SMALL WORLD DISCOVERY BOX

Deposit: \$150 Rental fee: \$200 for two weeks. Shipping to the school is included in the rental fee. Schools are responsible for returning the box and all of its contents in a timely fashion, either by shipping it or by dropping it off at the Shenandoah Valley Discovery Museum.

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540-722-2020 x 106 or groupreservations@discoverymuseum.net

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VA Science SOL: 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, and the ability of different media to transmit sound.

VA Science SOL: 5.1, 5.2, PS.8, PS.9, PH.8, PH.9 Common Core: SC.0.5.2.17 NGSS: 4-PS4-1





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Common Core: SC.S.3.1, SC.S.4.1 SC.S.6.2, SC.S.7.2 NextGen: 5-ESS1-1, 5-ESS1-2

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

Want to Visit the Museum?



PLEASE MAKE A PRIOR RESERVATION FOR GROUPS OF 10 OR MORE.

Bring the museum to you!

ANY PROGRAM	STEAM NIGHT (p.7)	MUSEUM-IN-A-BOX (p.13)
\$5 PER STUDENT	\$500 FOR A MAXIMUM OF 350 STUDENTS	\$150 SECURITY DEPOSIT
TRAVEL FEE \$60/30 MILES ONE WAY		\$200 FOR TWO WEEKS

Reservations for programs offered during the 2017-2018 school year may be made by calling the museum, 540-722-2020 x.106 or groupreservations@discoverymuseum.net To hold your reservation, a \$50 non-refundable deposit toward your estimated total is required at the time of registration. www.discoverymuseum.net

Cancellation Policy: Registration fees above the \$50 deposit will be refunded only 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 weather-related cancellation cannot be rescheduled, all fees will be refunded.