

**2023/
2024**



Education Programs

discoverymuseum.net/educators-groups

Book your education program today! Contact us at 540-722-2020 x106
or email groupreservations@discoverymuseum.net



In-Person Field Trips

(Tuesdays for groups 60+ based on availability)

Ideal for grades preschool-4th

\$8/person for groups of 20 or more

1 free chaperone for every 5 students

In-Person Educational Programming

20-30 minute exciting and engaging hands on educational programming with a Museum Educator during your scheduled on-site field trip.

Includes follow-up resources for additional learning at home or school.

\$6/student for groups of 20 or more.

Subject to educator availability.



Virtual Programing

30 minutes of “live” virtual interactive fun and learning with a Museum Educator, includes follow-up resources for additional learning at home or school.

\$6/student for groups of 20 or more.

STEAM Nights

Bring the museum to your school with 10-12 interactive stations!

Ideal evening event for students K-5th (school must provide appropriate staff/volunteers to facilitate 10-12 hands-on stations for the 90 minute event).

General STEAM and Storybook STEAM available

\$800/Event

Jr STEAM Nights

Much like our original STEAM night, this condensed version is perfectly adapted for the preschool-2nd grade age group! 6 hands-on stations crafted wonderfully for our littlest learners. (schools must provide appropriate staff/volunteers to facilitate 6 stations for the 90 minute session).

\$700/event

Professional Development

Are you looking for a way to excite educators? Hoping to re-energize your workforce and transform your teaching style? Learn engaging hands-on instructional strategies from the community expert on playful fun. The Shenandoah Valley Discovery Museum is the place for innovative kinesthetic curriculum approaches. Sign up for Professional Development today and get ready to Spark Curiosity and Inspire Learning through Exploration and Creative Play!



In-Person Programming

Animal Adaptations

Fast-paced demonstrations and interactive activities allow the students to explore animal adaptations with an emphasis on physical and behavioral adaptations, mimicry, camouflage, and environmental adaptations. 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

Investigating Insects

Students become familiar with insect characteristics, needs, life cycles, and metamorphosis, varying habitats, and how adaptations to changing environments occur. VA Science SOL K.3 a-d; K.7 a-c; 1.5 a-c; 2.4 a; 2.5 a-b; 3.4 a-c



Force, Motion, Electricity

Best for grades 2+

Students will explore: push and pull motion, forces, and electricity in the environment and in our bodies. This program includes an intro to Newton's Laws of Motion, the scientific method, and lots of fun! VA Science SOL 1.2 a-b; 2.2 a-c; 3.2 a-d

Fabulous 5 Senses

Discover the five senses through a series of fast-paced demonstrations and hands-on activities that will have your students become official Five Senses Investigators. VA Science SOL K.3 a-d; K.5 a-b

Continued...

In-Person Programming, Cont.

Roller Coaster Physics

Bring Newton's three laws of motion to life in this interactive, hands-on session. Join us to hypothesize and experiment with roller coaster design as students connect how roller coasters move and work. VA Science SOL: 3.1, 3.2, 3.11, 4.1, 4.2, 5.1, 6.1, 6.2

Simple Machines

These fast-paced interactive demonstrations include use of the six simple machines: lever, pulley, wedge, incline plane, and screw. Students investigate and experiment with common objects that function as simple machines, then engineer a design to solve a problem incorporating simple machines. VA Science SOL 2.1, 3.1, 3.2, 4.1, 4.2; Common Core: SC.0.1.01, SC.0.3.2.11, SC.0.3.2.13; NextGen: 3-LS1-1, 3-LS3-1, 3-LS3-2, 3-LS3-4

Moccasin Trail

Explore the life and culture of Eastern Woodland Native Americans through hands on activity, expert interviews, discussion, and a close interactive look at shelter, clothing, tools, toys, music, and food. VA Social Studies SOL 2.3 a-c; 2.7 a; VS.2 d-g

Virtuals

PK/K

**Hop, Crawl, Swim, Animal Adaptations
Fabulous 5 senses**

K-5

**Animal Adaptations
Moccasin Trail
Force, Motion, Electricity**

Discovery Museum Challenge

Elevate your 4th grade, 5th grade, or home school field trip, by participating in our Shenandoah Valley Discovery Museum Challenge! Each floor will have challenges and questions related to the exhibits to spark curiosity and inspire learning through exploration and creative play.

Compete against your classmates by earning points by completing challenges (best done by subdividing floor rotations by chaperone groups) to see which group can complete the most challenges during your field trip, and win a prize!

