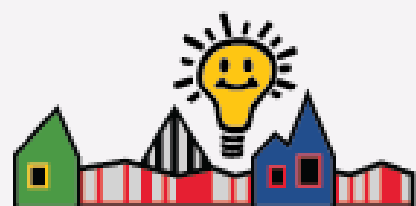


**2025/
2026**



**SHENANDOAH VALLEY
DISCOVERY
MUSEUM**



Education Programs

discoverymuseum.net/educators-groups

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





Discovery Museum Field Trips

Bring your group to the Shenandoah Valley Discovery Museum for 2 hours of hands-on, open ended play and learning in our 4 floor facility. Our exhibits explore simple machines, force and motion, process based art, local ecology and more! Ideal for grades preschool-4th.

Pricing

- \$9.00/person for groups of 20 or more students
- 1 free chaperone for every 5 students

Our Policies & Procedures

- Trips must be booked at least 2 weeks in advance. We recommend sooner for spring trips!
- \$50 deposit is required to secure your spot.
- Groups must have 1 chaperone for every 5 kids.
- Groups larger than 20 should be prepared to split into smaller classes to explore the museum.
- Food is not permitted at the Discovery Museum. Field trips often do lunch at Jim Barnett Park.

What to Expect

- A brief orientation at arrival to familiarize your group with the space.
- 2 hours of free play at the museum.
- Overhead announcements to facilitate rotations between the four floors.
- Resources to help your chaperones actively engage in your students' learning.



Field Trip Programming

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

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

Subject to educator availability.

Fabulous 5 Senses --- Recommended for Pre K & K

Discover the five senses through a series of engaging 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

Investigating Insects --- Recommended for Pre K -1st

Students become familiar with how to identify the different parts of an insect, and get a bug-eyed look at how they navigate the world. 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

Power Up! --- Recommended for PreK - 2nd

Discover the energy and force inside all of us in this exciting program covering gravity, mechanical, electrical, and magnetic force through hands-on explorations and literature connections.

VA Science SOL K.2, 1.2, 2.2

In-Person Programming, Cont.

Powerful Plants

Recommended for K-2nd

Students become familiar with the different parts of plants, explore plant life cycles, and get to investigate using microscopes!

VA Science SOL K.7, 1.4.2.4, 3.6, 4.2

Sheep in Jeep

Recommended for K-2nd

Students explore the basics of force and motion as they try to get their sheep rolling far and fast in this program which also incorporates measurement and listening comprehension. VA Science SOL 1.2, 2.2, 3.2

Moccasin Trail

Recommended for 1st - 3rd

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

Animal Adaptations

Recommended for 1st - 3rd

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

Simple Machines

Recommended for 2nd- 4th

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

In-Person Programming, Cont.

Roller Coaster Physics _____ Recommended for 2nd-5th

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

Discover Electricity! _____ Recommended for 3rd-5th

Explore the basics of electricity with exciting demos and experiments that are sure to leave your students curiosity sparked! Experience the wonder of a tesla coil, and craft creative circuits using conductive dough! VA Science SOL: 5.2, 5.4, 5.7





STEAM Nights

Engage the whole family when we bring our exciting, hands-on activities to you! Our standards-aligned activities are geared toward children in PreK-6th and are designed to allow parents/grandparents/guardians to self-guide their students through each station. Works great as a stand alone event, or paired with your back-to-school night, winter concert, end-of-year celebration, or other family engagement activities.

Pricing

- \$800 for STEAM Nights
- \$700 for Jr. STEAM Nights (Pre-K and Kindergarten)
- Additional Charges may apply for schools greater than 30 miles from the museum.

What to Expect

- 90 minutes of family fun at your location
- An experience that is ready out of the box, creating a seamless night for your staff
- 12 hands-on stations complete with instructions, signage, and all the materials needed to complete the activity
- 2 SVDM staff members to assist with set-up, troubleshooting, and clean-up
- Museum-provided marketing materials for your social media and local news

Our Policies & Procedures

- \$50 deposit is required to secure your date.
- Schools must supply a minimum of 12 volunteers to run the stations, although 24-30 is ideal.
- Schools must supply tables for each station.
- We kindly request you track attendance to the event and share the numbers with our staff at the end.

STEAM Night Options

General STEAM

Build a roller coaster, code with Bee bots, make a cloud in a bottle and more with 12 exciting stations in our original STEAM Night.

Fairytale STEAM

Build an invention to save Rapunzel, paint a starry sky, or grow a beanstalk as you explore 12 STEAM activities themed around your favorite fairytales, storybooks and nursery rhymes.

Space STEAM

Blast off and explore the moon, stars and planets in 12 exciting STEAM activities that make connections to force and motion, resource conservation, magnetism and more while sparking young astronauts imaginations.

Jr. STEAM Nights

Jr. STEAM Nights feature 6 hands-on stations geared towards Pre K & Kindergarten Students

General STEAM Jr.

Paint with spinach, race cars, and make objects fly in the Bernoulli blower with 6 exciting stations in our original Jr. STEAM Night.

Space STEAM Jr.

Blast off and explore the moon, stars and planets with 6 exciting STEAM activities in this streamlined version of our Space STEAM Night.

