



We can bring science to you through our **Traveling Science** programs. Enhance fun and learning for schools, groups, “family science nights,” birthday parties and other occasions. Available any day of the week or weekend, daytime or evenings.

Group Programs

IT'S ALIVE IN EEKSTEIN'S LAB • *For Families and Children Ages 6 – 13*

Dr. Eekstein and Igor have a dilemma! They need help from volunteers as they explain different functions of the brain, circulatory system, heart, lungs and digestive tract in order to give their creature life.

- Each show is 30 minutes, Maximum audience of 250 people.

OUR NEIGHBORHOOD IN SPACE • *For Families and Children Ages 5 – 13*

Earth is our home, the Solar System is our neighborhood and the Milky Way Galaxy is our city. Discover our neighborhood in space as we explore an amazing star and the unique planets in our Solar System.

- Each show is 30 minutes, Maximum audience of 250 people.

PAPA LUIGI'S PIZZA PREDICAMENT • *For Families and Children Ages 6 – 13*

Papa Luigi has to make 1,000 pizzas and he can't do it alone! Volunteers will explore decimals, percentages and fractions while gathering pepperoni, cheese and pizza toppings to save the day!

- Each show is 30 minutes, Maximum audience of 250 people.

SCIENCE MAKE-AND-TAKES • *For Families and Children of All Ages*

Our make-and-take activities not only teach, but are fun and give participants a project to bring home. Each activity takes approximately 5 – 15 minutes. We have a variety of activities on different subjects for all age levels. Make-and-takes may be combined with our other programs.

- Maximum 50 students per session. Includes supplies for two activities.
\$15 supply charge for each additional activity and/or additional 30 students.
- Each session is 30 minutes. Additional fee for longer sessions.

STARLAB • *For Families and Children Ages 5 - 18*

The STARLAB is an inflatable, portable planetarium. During each session, our educator will give tours of the current sky using the STARLAB's star projector, featuring bright stars, constellations, planets and the moon.

- Each session 30 minutes (2 sessions/hour).
- Maximum 25 participants per session.
- STARLAB is an indoor planetarium with a requirement of a 25' x 30' area, minimum ceiling height of 10' and a grounded outlet.

PRICES:

- \$300 for first hour of programming / \$150 for each additional hour.
- Includes two staff members, setup and takedown.
- Travel included within 30 miles of the Detroit Science Center.
Additional \$.50/mile beyond 30 miles.

Workshops

Workshops are programs designed for small group settings. In some cases, more than one workshop of the same kind may be run simultaneously.

- Maximum 30 participants per workshop
- Teacher, chaperone or group leader must be present



Early Childhood Programs • Preschool – K (30 minutes)

How Does Your Garden Grow? Explore how plants grow and develop a green thumb as a new seed life is started.

Both programs include a story time and group discussion as well as a craft project and exploration station.

Color Your World Explore the wonderful world of color through demonstrations, hands-on activities and an entertaining song.

Early Elementary Workshops • Grades 1 – 2 (30 minutes)

Sky Gazers Participants will learn about what they see in the night sky, including the phases of the moon.

Weather Watchers Participants will learn about weather and learn about tools to observe and measure weather.

Upper Elementary Workshops • Grades 3 – 5 (45 minutes)

Sounds All Around Participants will use rulers, straws and some more advanced equipment to learn about vibrations and sounds.

Our Place in Space Participants will compare the “residents” of our Solar System. They will explore how Earth fits into its neighborhood.

Green Machine Participants can ‘green up’ when they engage in this entertaining and educational workshop that deals with all things green. Subject matter includes global warming, smog, acid rain, pollution, the use of natural cleaning products and the ever popular 3R’s – Reduce, Reuse and Recycle. *This workshop can be designed for grades 3-12. Grant funds may be available for Green Machine. Contact 313.577.8400, ext. 238, for more details.*

Middle School Workshops • Grades 6 – 8 (60 minutes)

Sounds All Around Participants will use rulers, straws and some more advanced equipment to learn about vibrations and sounds. There will be an increased emphasis on different types of waves for older students.

Diving into DNA Participants will be able to describe what DNA is, where it is found and how it codes for traits. Interactive activities and demonstrations will reinforce ideas learned about DNA.

Making Math Meaningful Choose from three different workshops – *Parachute Parts*, *Kreative Kaleidoscopes* or *Missing Money Mystery* – to discover the world of fractions, decimals and percentages with creative hands-on activities.

High School Workshops (90 minutes)

Learning through LEGOs Through programs developed by LEGO Education and the Detroit Science Center, participants will use basic bricks and more advanced parts to learn about life science.

Discovering Photosynthesis Help your students understand how plants use carbon dioxide and water to make oxygen and food for themselves using interactive LEGO parts.

Discovering Chromosomes Participants will learn about cell division, genes and traits through LEGO parts. Students gain an understanding of heredity in this interactive session.

Traveling Science Reservations: Call 313.577.8400, Option 5 • **Content Questions:** 313.577.8400, ext. 238

Traveling Science programs should be booked at least four weeks in advance. The Reservations Department will confirm program availability for the requested date and time within three business days of inquiry.

A 50% non-refundable deposit is due within two weeks of making the reservation with the remaining balance due two weeks before the scheduled program. Program is subject to cancellation if deposit or payment is not received upon due dates. Groups canceling a program less than two weeks before the reserved date will receive a credit to be used at the Detroit Science Center. All programs subject to availability.

Payment can be made by check, MasterCard, Visa or American Express. Purchase orders are not accepted.