Education Programs
Kindergarten - Push and Pull

Program Type: Assembly

Lawrence Hall of Science
Berkeley
lawrencehallofscience.org

Wizard's Lab on Wheels Festival @School Site
https://www.lawrencehallofscience.org/programs_for_schools/science_at_your_site
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th
From the LHS Wizard's Lab come dozens of hands-on science exhibits to illustrate principles of electricity; optics; sound; movement; and magnetism. Our staff performs exciting high voltage electricity demonstrations including the Van de Graaff electricity generator that stands hair on end! For our evening programs, we add a low-temerature show featuring amazing effects produced by liquid nitrogen.

Build, Engineer, Invent! @School Site
https://www.lawrencehallofscience.org/programs_for_schools/science_at_your_site
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th;7th;8th;TK
Explore the exciting world of construction and design as you build, engineer, and invent! This hands-on design challenge experience brings out the engineer and architect in everyone. Explore building in two and three dimensions while discovering the design properties involved in constructing giant structures, bridges, rockets, and more! All the while you will explore how engineering plays a huge role in the world we live in. We bring the building materials; you bring the creativity!

Program Type: Family Science Night

Children's Discovery Museum of San Jose
San Jose
http://www.cdm.org

Air We GO!
http://www.cdm.org
Grade Levels:  K;1st;2nd;3rd;4th;5th
Although you can’t see it, air is all around you; pushing, flowing and moving. Explore ten different activities to find out some of the things that air does. Use air power to make things fly or hover, examine local air samples and experiment with the mighty force of air. Children’s Discovery Museum provides:

- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3.0 hours, 5:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
- Staff support throughout the event
- Curriculum materials for teachers to use in their classroom

Your School Provides
- 12 adults to be trained as facilitators for the event
- A large open room, such as the school cafeteria
- 11 tables; 10 for interactive stations, and 1 small table for sign in

**Super Powers!**
http://www.cdm.org

**Grade Levels:** K;1st;2nd;3rd;4th;5th

Discover the science secrets behind your super hero’s special powers. Shazam… and you learn about potential and kinetic energy. Test your reaction time to see if you are Faster than a Speeding… Create a super hero who uses friction to climb Up, Up, and Away. Experiment with elasticity In a Single Bound and create a Bionic Ear to test your new-found hearing. Enjoy these super science adventures! Children’s Discovery Museum provides:

- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3.0 hours, 5:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
- Staff support throughout the event
- Curriculum materials for teachers to use in their classroom

Your School Provides
- 12 adults to be trained as facilitators for the event
- A large open room, such as the school cafeteria
- 11 tables; 10 for interactive stations, and 1 small table for sign in

**Science in Wonderland**
http://www.cdm.org

**Grade Levels:** K;1st;2nd;3rd;4th;5th

The story of Alice’s Adventures in Wonderland inspires exploration, curiosity, and adventures in an amazing new world. In this theme experiment with volume at the Tea Party, scale and measurement in the Hall of Doors, and the physics of motion at the Croquet Ground. Inspire your curiosity while exploring Wonderland. Children’s Discovery Museum provides:

- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3.0 hours, 5:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
- Staff support throughout the event
- Curriculum materials for teachers to use in their classroom

Your School Provides
- 12 adults to be trained as facilitators for the event
- A large open room, such as the school cafeteria
- 11 tables; 10 for interactive stations, and 1 small table for sign in

**Toy Box Physics**
http://www.cdm.org

**Grade Levels:** K;1st;2nd;3rd;4th;5th
Did you know that there is science hidden in your toy box? Explore simple machines and other cool concepts as you design a windmill pinwheel, build a springboard catapult, and create a Wibbly Wobbly that uses inertia and momentum to get along!

Children's Discovery Museum provides:
- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3.0 hours, 5:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
- Staff support throughout the event
- Curriculum materials for teachers to use in their classroom

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- 11 tables; 10 for interactive stations, and 1 small table for sign in

Amusement Park Science
http://www.cdm.org

**Grade Levels:** K; 1st; 2nd; 3rd; 4th; 5th

The spins, drops, and twists of amusement parks have thrilled both kids and adults for ages. But, how often do we take the time to think about the science involved in the loop-de-loops of roller coasters, the vertical motion of the carousel, and the wackiness of Fun Houses? In this newest family science night theme, children and parents together will explore gravity as they create miniature roller coasters, experience the power of springs as they make their own pinball machines, and test their strength while learning about air and water power.

Children's Discovery Museum provides:
- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3.0 hours, 5:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
- Staff support throughout the event
- Curriculum materials for teachers to use in their classroom

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Science Magic
http://www.cdm.org

**Grade Levels:** K; 1st; 2nd; 3rd; 4th; 5th

Find out the surprising science secrets behind some of the world’s popular magic tricks. Make a paperclip levitate using magnetic force. Use a wand of static electricity to command a spinning straw and a floating butterfly. Watch as water defies gravity and students perform science magic tricks that will amaze their family and friends! Children's Discovery Museum provides:
- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3.0 hours, 5:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
- Staff support throughout the event
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- 11 tables; 10 for interactive stations, and 1 small table for sign in

Gadgets in Motion!
http://www.cdm.org

**Grade Levels:** K; 1st; 2nd; 3rd; 4th; 5th
Explore the physics of motion using fun, creative gadgets. Escaping air causes a propeller to spin. A single marble uses momentum to move a mountain of marbles. Straws and paper transform into a launching rocket. Children and parents will look at science in a new way as they explore the way things move! Children's Discovery Museum provides:

- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
- Staff support throughout the event
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Secret Agent Science
http://www.cdm.org

**Grade Levels:** K; 1st; 2nd; 3rd; 4th; 5th

Become a science detective who uncovers clues and follows great leads! Gather all the tools and knowledge needed to lift fingerprints, analyze handwriting, track footprints, and extract DNA. With your spy glass and cipher wheel, you can solve the world's mysteries! Children's Discovery Museum provides:

- Staff Development: 45 minutes prior to the event
- Event: 1.5 hours on a weekday evening
- Total Time: 3:00 p.m. to 8:00 p.m.
- Materials for 10 interactive science activities promoting hands-on experiences focusing on the theme of your choice
- A 45-minute training for parents and teachers
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Your School Provides:
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Lawrence Hall of Science
Berkeley
lawrencehallofscience.org

**Build, Engineer, Invent! @School Site**
https://www.lawrencehallofscience.org/programs_for_schools/science_at_your_site

**Grade Levels:** K; 1st; 2nd; 3rd; 4th; 5th; 6th; 7th; 8th; TK

Explore the exciting world of construction and design as you build, engineer, and invent! This hands-on design challenge experience brings out the engineer and architect in everyone. Explore building in two and three dimensions while discovering the design properties involved in constructing giant structures, bridges, rockets, and more! All the while you will explore how engineering plays a huge role in the world we live in. We bring the building materials; you bring the creativity!

**Wizard's Lab on Wheels Festival @School Site**
https://www.lawrencehallofscience.org/programs_for_schools/science_at_your_site

**Grade Levels:** K; 1st; 2nd; 3rd; 4th; 5th; 6th; 7th; 8th; 9th; 10th; 11th; 12th

From the LHS Wizard's Lab come dozens of hands-on science exhibits to illustrate principles of electricity; optics; sound; movement; and magnetism. Our staff performs exciting high voltage electricity demonstrations including the Van de Graaff electricity generator that stands hair on end! For our evening programs, we add a low-temperature show featuring amazing effects produced by liquid nitrogen.

**Program Type: Field Trip**
Bay Area Discovery Museum
Sausalito
http://www.baykidsmuseum.org/

**Discover-It-Yourself Visits**
https://bayareadiscoverymuseum.org/educators
**Grade Levels:** K;1st;2nd;3rd;PK;TK
seven exhibitions are research-backed and provide STEM-focused, inquiry-driven experiences that help children develop creativity and creative problem solving skills. Look out Cove, Art Lab, Fab Lab, Imagination Playground, Bay Hall, Tot Spot, and a changing exhibit hall

Chabot Space and Science Center
Oakland
http://www.chabotspace.org

**One Giant Leap: A Moon Odyssey**
http://www.chabotspace.org/forms/school-field-trips.htm
**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th
Take a simulated Moon-walk, try on a space helmet, climb into a Mercury capsule, and land a lunar module! The exhibit explores legends and science fiction about the Moon; the Space Race and the Moon landings; and the Earth-Moon system. Learn what the Moon is made of, how it affects the Earth, what causes Moon phases, gravity on the Moon, and more. You can even take a look at an ancient piece of the Moon up close! The exhibit includes space artifacts and replicas, from Sputnik and Mercury to Gemini and Apollo.

Children's Creativity Museum
San Francisco
http://creativity.org/

**Aerial Innovations**
https://creativity.org/visit/fieldtrips/
**Grade Levels:** K;1st;2nd;PK;TK
This field trip introduces children to the concept of aerodynamics and the many creative ways we can use air to help us fly and float. By constructing and experimenting with parachutes and “hovercraft” tested in CCM’s air tube, children gain a deeper understanding of flight, design principles and the iterative process of experimentation. Using guiding questions, museum educators help students build, test and modify their aerial innovations.
After a group introduction to Parachute and Hovercraft stations (including interactive demonstrations), children choose where they want to start and then explore both stations. Teachers are optionally provided with before-and-after book/activity ideas to help integrate the field trip with their students’ curriculum, as well as pictures of the experiments and field trip experience itself. Children are welcome to take their aerial innovations home!

Children's Discovery Museum of San Jose
San Jose
http://www.cdm.org

**Seld Guided Field Trips**
http://www.cdm.org
**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;PK;TK
Enjoy the hands-on exhibits including: Art Gallery, Art Loft, Bill’s Backyard, Bubbles. Mammoth Discovery, Rainbow Market, Secrets of Circles, Streets, Water Ways, Wonder Cabinet, and the changing exhibit
Tinkering Studio
http://tinkering.exploratorium.edu/about

**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th

A studio workshop for playful invention, investigation, and collaboration

The Tinkering Studio is an immersive, active, creative place at the Exploratorium where museum visitors can slow down, become deeply engaged in an investigation of scientific phenomena, and make something—a piece of a collaborative chain reaction—that fully represents their ideas and aesthetic.

In the Tinkering Studio, visitors are invited to explore a curiosity-driven exhibit, chat with a featured artist, or investigate a range of phenomena with staff artists, scientists, educators, and others by participating in a collaborative activity. A large, eclectic assortment of materials, tools, and technologies are provided for people to use as they explore and create.

Gallery 2: Tinkering
https://www.exploratorium.edu/visit/galleries

**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th

Think with your hands. Making things and developing ideas by hand helps us construct understanding. Slow down, settle in, and make something personally meaningful—from playful contraptions to surprising connections between mechanical systems and natural phenomena.

Great America Theme Park
Santa Clara
http://www.cagreatamerica.com/

Class Trip to Great America
http://www.cagreatamerica.com/groupsales/groups_youth_events.cfm

**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th

Paramount Great America in Santa Clara is a 100-acre theme park, offering the Bay Area's best collection of roller coasters, heart-pounding thrill rides and live, dazzling stage shows. Park opens 10 am, turnstiles open at 9:30,

Hiller Aviation Museum
San Carlos
http://www.hiller.org

Teacher-Led Field Trip
http://www.hiller.org

**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th

Teachers are provided with field trip guides, students get "flight plans" for interesting, challenging and engaging learning activities based on the displays and exhibits in the museum. The gallery includes full size models, interactive hands-on displays and multimedia presentations. Visitors can look into the restoration workshop, to see future museum models. Science topics include air density, sound, force, pressure, and the forces of flight, including thrust, lift, gravity, and drag.

Flight and Motion
https://www.hiller.org/learn-and-discover/school-field-trips/

**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th

Investigate the forces of flight while building and flying a model glider! Primary students explore lift, thrust, drag and gravity, while elementary and above construct flight controls to change the attitude of their flying model aircraft.
Amazing Aircraft I - Field Trip
https://www.hiller.org/learn-and-discover/school-field-trips/
**Grade Levels:** K;1st;2nd;3rd;4th;5th
Our most popular hands-on program! Learn the different kinds of aircraft and identify the parts of an airplane before building and flying a simple balsa glider. Grades 4-5 add control surfaces to guide their glider’s flight. It’s an adventure in aviation!

Young Aviators Gallery Tour
https://www.hiller.org/learn-and-discover/school-field-trips/
**Grade Levels:** K;1st;2nd;PK;TK
Experience a tour with a hands-on twist. Take a kinesthetic flight through the Gallery to meet our amazing aircraft. Lay back and observe exhibits overhead, and then encounter a real airplane and learn its different parts. It’s an aviation adventure perfectly sized for the youngest aviators. Led by knowledgeable staff and volunteers, tours normally start in the Museum’s Atrium and last approximately 30 minutes. Each field trip group may request any one tour below. There is no additional fee for guided tours, they are included as part of group or field trip admission. Following the tour, field trip groups will have a minimum of 20-30 minutes free exploration time to investigate exhibits more closely under the supervision of a teacher or chaperone. Popular exhibits include Gallery-level flight simulators, aircraft cockpits, and the 747 exhibit.

Junior Center of Art and Science
Oakland
http://www.juniorcenter.org/
**Rocket Science**
http://juniorcenter.org/programs/field-trips/
**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th
Experiments with air pressure allow students to hypothesize and compare results. Students work in teams to build and launch water rockets which can fly as high as 70 feet. 20 students maximum for grades K-2; 32 student maximum for grades 3-8. Can also be presented in classroom.

Lawrence Hall of Science
Berkeley
lawrencehallofscience.org
**Self-Guided Visit**
https://www.lawrencehallofscience.org/visit/field_trips
**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th
Take your students to the Lawrence Hall of Science to enjoy the exhibits.

Motion Commotion
https://www.lawrencehallofscience.org/visit/field_trips
**Grade Levels:** K;PK;TK
Students explore the ups and downs of force and motion through playful investigations with balls and creative building materials. They experiment with how to use the materials to make a ball move, and they become familiar with the engineering design process as they design, build, test, and revise structures to solve a design challenge.

Mission Science Workshop
San Francisco
http://www.missionscienceworkshop.org/
**Academic Field Trip to Mission Science Workshop**
http://www.missionscienceworkshop.org/programs.html
**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th
Teachers from the surrounding public schools bring their classes, K-12, during the school day for one hour-forty-minute workshops in areas of their curriculum. The visit is typically divided into two parts: the "lesson" or curriculum-based investigation itself, and an exploration time in our mini-exploratorium/natural history museum with its collections of live animals, bones, rocks, and fossils, as well as hands-on exhibits/explorations in air/water pressure, light and color, sound, force and motion, and electricity and magnetism. Goal is for both teacher and students to overcome their fear of and mystification about science, and realize that we all can learn to wonder, think, and imagine as we observe, by overcoming our obsession with knowing the "right" answer for every question and problem about our world.

Oakland Aviation Museum
Oakland
http://www.oaklandaviationmuseum.org/

Museum Tour - Oakland Aviation Museum
https://www.oaklandaviationmuseum.org/museum_tours_8.html
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th
Self-guided tour through the museum to see noteworthy aircrafts and engines. Exhibits include Early Oakland Aviation, African-American Aviation, Women Pilots, Air Racing, Aerial Photography and Space. A guide takes students on a "climb aboard" tour through the Flying Boat— designed to take off and land in the water only.

Rock-It Science
Santa Clara
https://rockitscience.com/

Fieldtrip to Rock-it Science's Classroom
http://rockitscience.com/fieldtrips/
Grade Levels:  K;1st;2nd;3rd;4th;5th
Our laboratory is a delight for students of all ages. There are machines to make lightning bolts with a flash and a bang! There is a Tesla Coil to create streams of purple sparks 6 feet wide. There is a giant, medieval-style crossbow, a castle tower, robots, and huge magnifying lenses that can melt a penny in 30 seconds!

Choose from activities: http://rockitscience.com/fieldtrips/#experimentlist

San Francisco Maritime National Park
San Francisco
http://www.maritime.org

USS Pampanito Daytime Tours
https://maritime.org/education/edupampanito/educational-tours/
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th
Here's your opportunity to get a first-hand look at one of the once-secret naval vessels which helped to win World War II. The USS Pampanito (SS-383), a World War II fleet submarine, provides an excellent field trip experience for classes exploring the history of World War II or for other educational groups seeking an out-of-the-ordinary experience. As one of the last surviving submarines from America’s World War II fleet, the USS Pampanito provides a unique opportunity to bring alive the history most students can only read about. (More about the Pampanito.)

Using our on-board self-guided audio tour system, your group can walk the decks and tour the interior of an actual submarine while learning about the important role played by the "Silent Service." Your tour will describe the difficult conditions under which the crews of these vessels toiled while you learn about the basic principles of submarine operation.

The Tech Interactive
San Jose
http://www.thetech.org
IMAX film - Forces of Nature
http://www.thetech.org
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th

There are nearly 500,000 earthquakes, over 1,000 tornadoes, and about 50 volcanoes erupting around the world each year. The science stories in Forces of Nature are augmented with computer graphics sequences designed to illustrate the inner workings of these forces.

Forces of Nature lets you experience what it's like when the ground shakes, mountains explode and the sky turns black and violent. Follow scientists on their groundbreaking quests to understand how these natural disasters are triggered. Learn what is being done to predict and prepare for these events — and minimize their destructive forces.

IMAX Film: Thrill Ride: The Science of Fun
http://www.thetech.org
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th

Available to groups of 50 or more at 10 a.m. A white-knuckle adventure that puts you in the front seat of some of the wildest rides ever created. Exploring the science and psychology behind our need for thrill seeking, the film traces the history of thrill rides, beginning with early roller coasters. It shows how the development of the motion simulator ride, first designed for the aerospace industry, has become one of the most exciting innovations in recent film history.

USS Hornet
Alameda
http://www.uss-hornet.org/youth_programs/

Field Trip at Sea
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th

The goal of each HORNET educational program is to use the unique, stimulating environment of this historic aircraft carrier to teach science and history concepts in an interesting, interactive, fun manner. Each program features a theme-based tour of the ship with hands-on activities. The "Field Trip at Sea" is a basic docent lead tour highlighting Hornet’s history and Apollo missions. This program expands students’ horizons, develops new vocabulary and concepts, and helps them explore the ship’s unusual educational environment.

Program Type: In-Class Program

Edventure More
San Francisco
http://www.edventuremore.org/

Stomp Rockets
https://campedmo.org/school-year/in-class-programs/#locationTabs2
Grade Levels:  K;1st;2nd;3rd;4th;5th;6th

Students will experiment with the forces of push and pull as they design and launch a rocket powered only by the air of their lungs!

Hiller Aviation Museum
San Carlos
http://www.hiller.org/

Amazing Aircraft I - In-Class
https://www.hiller.org/learn-and-discover/school-field-trips/
Grade Levels:  K;1st;2nd;3rd;4th;5th
Learn the different kinds of aircraft and identify the parts of an airplane before building and flying a simple balsa glider. Grades 4-5 add control surfaces to guide their glider’s flight. It’s an adventure in aviation!

**Junior Center of Art and Science**  
Oakland  
http://www.juniorcenter.org/

**Rocket Science In-Class Program**  
http://www.juniorcenter.org/workshops.html  
**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th  
Experiments with air pressure allow students to hypothesize and compare results. Students work in teams to build and launch water rockets which can fly as high as 70 feet. 20 students maximum for grades K-2; 32 student maximum for grades 3-8.

Class can also travel to Junior Center for field trip.

**Lawrence Hall of Science**  
Berkeley  
lawrencehallofscience.org

**Motion Commotion**  
https://www.lawrencehallofscience.org/programs_for_schools/science_at_your_site  
**Grade Levels:** K;PK;TK  
Students explore the ups and downs of force and motion through playful investigations with balls and creative building materials. They experiment with how to use the materials to make a ball move, and they become familiar with the engineering design process as they design, build, test, and revise structures to solve a design challenge.

**NASA Ames Research Center**  
Moffett Field  
http://education.arc.nasa.gov/

**Speakers Bureau**  
http://www.nasa.gov/about/speakers/nasa-speakers-howto.html  
**Grade Levels**: K;1st;2nd;3rd;4th;5th;6th;7th;8th;9th;10th;11th;12th  
Volunteers from Ames Research Center are available to speak to your group about NASA, earth and space science, space technology, life sciences, and aeronautics. (does not include astronauts)

   huong.nguyen@nasa.gov.

**Rock-It Science**  
Santa Clara  
https://rockitscience.com/

**In-class Programs for Schools in Silicon Valley**  
https://rockitscience.com/inschoollessons/  
**Grade Levels:** K;1st;2nd;3rd;4th;5th;6th;7th;8th  
A variety of topics are offered. Each science lesson lasts 45-60 minutes. The classroom teacher observes the lesson and participates if they wish. Our instructors can teach up to 40 students at a time (up to 30 for kindergarten).

**Program Type: Temporary Exhibit**
Bay Area Discovery Museum  
Sausalito  
http://www.baykidsmuseum.org/

The new fishing boat FAITH open in Lookout Cove  
https://bayareadiscoverymuseum.org/events/faith-lookout-cove-boat  
Grade Levels:  K;1st;2nd;3rd;PK;TK  
Explorers can imagine what life on the sea is like in the captain’s quarters or discover a secret hide-away below deck.

Science + You  
http://bayareadiscoverymuseum.org/exhibits  
Grade Levels:  K;1st;2nd;3rd;PK;TK  
(September 24, 2019 to January 5, 2020) What role does science play in health and wellness? Young scientists can explore an interactive laboratory to find the answer in this exciting new exhibit.

Try It Studio - new permanent exhibit  
http://bayareadiscoverymuseum.org/exhibits  
Grade Levels:  K;1st;2nd;3rd;PK;TK  
(Opens Fall 2019) Stay tuned for specific dates and details.