

EDUCATIONAL PROGRAMS FOR GROUP FIELD TRIPS



DISCOVER A MOSI FIELD TRIP

MOSI offers educators content-driven field trips that are fun, interactive learning opportunities for students in STEAM education. Let MOSI be an extension of your classroom to help meet your standards in a hands-on, inquiry-based and engaging way. Add a program to your field trip to enrich your students' learning experiences.

KINDERGARTEN – 2ND GRADE

Butterfly Boogie (Life Science)

Explore the life cycle of a butterfly from caterpillar to chrysalis to butterfly. Discover which plants attract butterflies and serve as food for caterpillars. See the butterflies up close and personal in our butterfly garden. SC.L. 14, SC.N.1, SC.N.3

Up, Up, and Away (Space)

Explore the world of space travel through the eyes of an astronaut. Learn the parts of a rocket and then blast rockets up in the air. Finish your journey with a taste of astronaut ice cream. MA.A.1, SC.E.5, SC.K.N, SC.2.N

Kids' Chemistry (Chemistry)

Examine the states of matter – solids, liquids, and gases. Mix common household items to explore physical and chemical changes. Play with mysterious ooze that you create. MA.B.1, SC.N.1, SC.N.2, SC.P.8

Android Inventors (Robotics and Coding)

Be the problem solvers of tomorrow! Build and code a dynamic science rover that follows your command. Explore different ways scientists and engineers reach remote places using robots. Investigate how sensors work with hands-on and "minds-on" experimentation. SC.P.13.1, SC.P.12.1, SC.P.13.4, MAFS.MD.2.3

3RD – 5TH GRADE

Cycle of Life (Life Science)

Take your students' learning on an adventure! Journey through the life cycles of plants and animals to discover the amazing transformations they go through. Learn the difference between complete and incomplete metamorphosis. End the class with an immersive visit to the MOSI Butterfly Garden. SC.L. 14, SC.N.1, SC.N.3

Mission: Moonbase (Space)

Prepare for liftoff as you journey to one of Earth's lunar colonies. Experience what it would be like to work and live in a lunar colony. Your students will work together in hands-on zones as they discover topics in multiple areas including lunar base operations, engineering, biosciences, and robotics. Journey out to the lunar surface to ensure that the solar flare shield is functioning properly. SC.N.1, SC.E.5

Totally Ooey Gooley Science (Chemistry)

Take ordinary things and make slime that will ooze through your fingers. Experiment with physical and chemical properties of matter to create colorful acid/base reactions and reactions that heat up, cool down, or foam out of control. SC.P.8, SC.P.9, MA.A.5, MA.B.2

Scene of the Crime (Forensic Science)

A crime was committed and there's a mystery to solve! You and your team of detectives must analyze fingerprints, hair and other mysterious pieces of evidence in the lab to crack the case. Apply the tools and techniques of forensics to solve a simulated crime. SC.N.1, SC.N.2, SS.B.1, MA.A.4

Stormy Weather (Weather)

Be prepared for anything in this "low pressure" class that shows how and why weather patterns change. Learn about the tools used by meteorologists, see a cloud in a bottle and learn about the rain cycle. Find out about lightning safety, hurricane preparedness, and see how many drops your cloud can hold before it "rains" inside a plastic cup. SC.3.E.6.1, SC.4.E.6, SC.5.E.7.4

Kinetic Art (Engineering)

Experience the action of art in motion as students master the mechanics of movement by building a Rube Goldberg-style machine. Teams work together to build a complex machine using pulleys, gears, marbles, and other engineering contraptions. Combining fundamental forces with creative invention, students will experience the pride of building a wild, moving chain reaction. SC.E.5.4, SC.N.1.1, SC.P.10.2, SC.P.12.2, SC.P.13.1

Robot Engineers (Robotics and Coding)

Get first-hand experience in the field of robotics as you follow a blueprint to assemble and program your own robot that can drive and stop all by itself. Explore key coding concepts like loops and logic while discovering the essential components robots need to operate autonomously. SC.N.1, SC.E.5, SC.P.10, SC.P.11, MA.G.5.2, SC.E.5.2, SC.N.2.1

Ready for Lift-Off (Space)

3...2...1... Blast off! Young engineers will explore the exciting science of rockets and space travel. Through hands-on experiments, students will investigate forces like thrust and gravity, design their own straw rockets, and launch them to see whose design can land on the moon! Get ready to think like a NASA engineer and reach for the stars! SC.P, SC.N, SC.E

Minecraft Coding (Coding)

Get ready for the ultimate Minecraft escape room experience! Collect clues and use computational thinking to solve puzzles that will get you one step closer to escaping Dr. Breakowski's estate. Learn computer science basics as you use block-based programming to help your coding agent navigate the challenge-filled rooms in this mysterious mansion. Can you escape before dawn and collect the one million emerald prize? SC.35.CS 1.1, 1.2, 2.1, 2.2, 3.1, SC.68.CS 1.1, 1.2, 2.1, 2.2, 2.3, 3.1



GRADES 6 AND UP

MOSI's Jr. Investigative Health Experience (Life Science)

Program Length – 1 hour

Expose students to important health topics concerning cardiovascular health. Dissect a sheep's pluck which is the trachea, lungs and heart of the animal. Students will be able to observe not only the above-mentioned organs, but also the tissues, valves and muscles that are vital to proper organ functions. Students will also relate methods of dissecting this specimen to a prerecorded segment of an actual open-heart surgery. At the end of the program, students may ask questions about the latest information regarding heart and lung health. SC.L.14, SC.L.15

*Additional lab fee applies

Ridiculous Reactions (Chemistry)

Become a chemist and experience what happens when the elements come into contact with each other. Create hot ice and learn how the reaction helps people that live in colder climates. Make colorful Elephant Toothpaste, then finish the class by creating a mini-firework and art sculpture from heating baking soda and powdered sugar. It promises to be a blast. SC.P.8, SC.P.9, SC.

Materials Madness (Materials Science)

Use chemistry and physics to test the durability and structure of different substances. Stretch a garbage bag to see if it holds one gallon of water without breaking. Create PVA slime and learn about different polymers. Create a concoction that will disintegrate steel wool. This class will stretch your understanding of STEAM. SC.P.8, SC.P.9, SC., SC.N.1

CSI Tampa (Forensics Science)

Challenge your students to solve a simulated crime by performing a variety of techniques used by forensic scientists in the DEA and FBI labs. Students will analyze evidence such as hair and blood samples and use chemistry to identify unknown substances to solve a simulated crime. Go behind the scenes of this fascinating application of science and technology. SC.N.1, SC.L.16

The Code of Life (Life Science)

Explore why DNA is considered the "blueprint of life" in this introduction to its coded structure and the role that it plays in genetics. Extract DNA from human cheek cells and learn why each step of the procedure is important. Run gel electrophoresis to conduct a DNA fingerprint simulation in this exploration of biotechnology. SC.N.1, SC.L.16

Vital Signs (Life Science)

Dissect a sheep's heart, lungs and trachea to understand how they work. Learn to measure blood pressure in this exploration of respiratory and circulatory physiology. SC.L.14, SC.L.15, HE.C, HE.B, HE.P

*Additional lab fee applies

Investigative Health (Life Science)

Program Length – 1.5 hours

Through hands-on stations (such as suturing, tools of the trade, and engineering) expose students to important health topics. Examine the heart, trachea and lungs of a mammal through dissection. Investigate how the heart and lungs work together to oxygenate and circulate blood throughout the body. Learn why interpreting an EKG graph is important for good health.

SC.L.14, SC.L.15, HE.C, HE.B, HE.P

*Additional lab fee applies



PLANETARIUM PROGRAMS

Holloway Digital Dome Theatre, Home of the Saunders Planetarium (One show is included with group admission!)

Included with every field trip admission students will enjoy a 15-minute star show led by our expert staff, followed by a 30-minute immersive film. These experiences are designed to align with science standards while sparking excitement about space, Earth and beyond. Film selections vary and are subject to change.

Current offerings include:

Dream to Fly (Grades K and up)

Explore the history of flight from Leonardo da Vinci to the Wright brothers. Dream to Fly describes the most important milestones on our route to conquering the skies, both in terms of technological breakthroughs, as well as our perceptions on flying itself.

Oasis in Space (Grades 4 and up)

Explore Earth's unique position as a life-sustaining world and compare it with other planets in our solar system and beyond.

Astronaut (Grades K and up)

The exploration of space is the greatest endeavor that humankind has ever undertaken. What does it take to be part of this incredible journey? What does it take to become an astronaut? Learn by exploring the amazing worlds of inner and outer space, from floating around the International Space Station to maneuverings through microscopic regions of the human body.

Expedition Reef (Grades K and up)

Learn the secrets of the "rainforests of the sea" as you embark on an oceanic safari of the world's most vibrant—and endangered—marine ecosystems. Expedition Reef immerses you in the undersea adventure. Along the way, discover how corals grow, feed, reproduce, and support over 25% of all marine life on Earth—while facing unprecedented threats from climate change, habitat destruction, and overfishing.

Perfect Little Planet (Pre-K – 5th grade)

Take a tour of the solar system through the eyes of alien tourists in this fun and educational journey through space.

Forward! To the Moon (Grades 4 and up)

Follow NASA's Artemis program and future plans for lunar exploration. Hear from the NASA engineers, scientists, and astronauts, including Artemis II pilot Victor Glover, engineers, working on Artemis, and learn how you too can be a part of the next great step forward in space.

Edge of Darkness (Middle – High School)

Learn about the most numerous objects in our solar system: asteroids and comets. Examine recent NASA missions to explore, sample, and even redirect asteroids and take a look at how these small-but-mighty objects affect us here on Earth.

Solar Superstorms (Grades 4 and up)

Witness the incredible power of solar activity and how it affects Earth, from awe-inspiring auroras, to technology disrupting coronal mass ejections.

7 Wonders (Grades 3 and up)

Travel to some of the most extraordinary natural and manmade wonders of the world in a breathtaking visual journey around the globe.

Standards Met are SC.N.1, SC.E.5



FIELD TRIP PRICING INFORMATION

Program Rates

Per Student

Chaperones

MOSI exhibits and planetarium show

\$12

Free**

Education Program, exhibits and planetarium show

\$17

Free**

Vital Signs (with lab fee), exhibits and planetarium show

\$22

Free**

Jr. Investigative Health, exhibits and planetarium show

\$24

Free**

Investigative Health, exhibits and planetarium show

\$28

Free**

* All programs have a capacity of 30 people and are 45 minutes in length unless noted.

** Required chaperones are free. See page 12 for required chaperone ratios.

ULTIMATE T. REX VR Experience

Travel back to the age of dinosaurs with Ultimate T. rex VR. This thrilling Virtual Reality experience brings the world of dinosaurs to life. Wear 3D goggles and sit in motion chairs that move with the action.

Enjoy a 360-degree journey through a prehistoric world. Follow a day in the life of a T. rex family. Experience their world as they hunt, explore, and face the challenges of prehistoric life.

This ride is approximately 6 minutes long. Up to 4 people can ride at once. Riders must be able to fit in headset and support themselves in the seat.

Tickets can be reserved for an entire group or purchased individually on the day of your visit.



Puff 'n Stuff
EVENTS | CATERING



Fuel Your Field Trip with Puff 'n Stuff

Boxed lunches are available for field trip groups for \$10 per student and must be ordered at least one week prior to your visit. **Scan the QR code for more information or visit the MOSI website at www.mosi.org.**



MOSI ALL NIGHT CAMP-INS



Immerse your K through 8th grade students in STEAM by spending the night at MOSI! Your students take over during our overnight Camp-In experience - with hands-on labs & MOSI exhibit exploration. MOSI All Night is an experience of a lifetime that kids and grown-ups will remember forever!

Crazy Contraptions Camp-In – Ready, set, create! Think like a scientist as you explore simple machines, physics, and engineering. Spend the night at MOSI designing and building crazy contraptions to push, pull, and propel objects! SC.N.1, SC.P.12, SC.P.13

Dino Detectives Camp-In – Become a paleontologist for the evening and journey back to the Jurassic Era! Study prehistoric life, examine rock samples, and design a dinosaur. SC.L.15, SC.L.17, SC.E.6

Get a Clue! Camp-In – Enjoy a night of mystery and intrigue - all while locked in the museum! Unleash your inner detective as you become a spy and search for clues. Uncover evidence & analyze DNA to solve the disappearance of Moonbase Mike. SC.N.1, CTE-LPSS.LAW.2

Mission to Mars Camp-In – Are you eager to explore worlds beyond your own? Do you want to follow in the footsteps of astronauts, engineers, and scientists? Join MOSI for a night of space exploration! Choose your mission, design your spacecraft, and experience our galaxy in our stellar Saunders Planetarium. SC.N.3, SC.E.5, CTE-TECED.ENGTEC.4

Robot Rampage Camp-In – Do you have an eye towards the future? Explore the robotics of today and build the robots of tomorrow. Design, program, and play with robots. Will your dream robot explore other planets, clean the oceans, rescue people, or help do your chores? SC.N.1, SC.SC-CP.2, SC.CS-CS.6

Add-ons available at Discounted Group Rate: VR Experience, MOSI Patch, Planetarium Show.

Pricing and Reservation Information: MOSI All Night Camp-Ins start at \$1300 per event. Price is dependent on the size of your group and choice of add-ons. Please contact scoutreach@mosi.org for a quote!

Reservation Process:

- Camp-Ins are offered on Thursday, Friday, and Saturday evenings.
- Camp-Ins must be booked at least 1 month in advance.
- \$150 deposit or letter of intent on school letterhead is required at time of reservation.
- Final payment and expected number of guest due 15 business days prior to the event

Reserve your Camp-In today at mosi.org/progam/camp-ins/

HOW TO SCHEDULE A PROGRAM



HOW TO SCHEDULE A MOSI FIELD TRIP

Reservation

1. Review the educational offerings in the School Programs Guide and determine what programs you are interested in including in your MOSI experience.

Contact the Reservations Department at **(813) 987-6000** or **Reservations@mosi.org** with any questions.

2. Complete the "Request a Reservation" form at <https://mosi.org/program/field-trips/> at least two weeks prior to the date that you would like to visit.

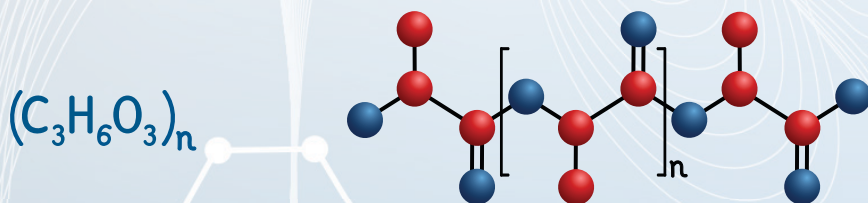
Make sure to have the following information handy:

- School or organization name
- Complete address and telephone number
- Contact person/group leader's full name, telephone number and email
- Estimated number of children and adults
- Grade/age level(s) of students
- Estimated arrival and departure times
- Program preferences

3. Please divide your classes into smaller groups to accommodate the capacity of the education program you have selected. Larger groups should plan a longer visit to MOSI to facilitate the rotation of students through the selected programs.

Payment

- The balance is due upon arrival at MOSI. To receive group rates, one payment is required for the entire group, both students and adults.
- MOSI membership and special passes do not apply to student or chaperone group rates.
- Groups must consist of a minimum of 15 people to receive group admission rates.
- Consult the program page for specific registration and alternate payment requirements.
- Rates in the School Program Guide apply to school and youth groups that consist primarily of students and children.





Cancellation

- A fee of \$50 will be charged to any groups canceling up to two weeks prior to the reserved date.

Confirmation

- A confirmation packet that includes an invoice, confirmation letter, map and information about parking, will be emailed within two weeks after receipt of your reservation.
- Mail your deposit to "Education Reservations." The deposit ensures that space is reserved for your group in the requested program(s) and time(s).

Chaperone Requirements and Responsibilities

MOSI requires the following chaperone ratios*

Preschool	1 adult per 5 students
Elementary/Middle	1 adult per 10 students
High School	1 adult per 15 students

*Special needs groups – adult to student ratio as needed by group.

- All required chaperones receive free admission to MOSI and all programs. Adults accompanying the group beyond the required number of chaperones pay adult rates.
- **Chaperones and adults are responsible for the behavior of the group and are required to supervise and stay with students at all times during the visit to MOSI.**

