GET A SNEAK PEEK
Want More Information? Preview slideshows with activity details and logistical/price information are available for most programs at mos.org/traveling-programs. Select a program from the menu, then click “Program Slide Show, Logistics, and Prices.”

Traveling Programs are made possible by the generous support of:

- BNY Mellon
- Boston Athletic Association
- Gordon Foundation
- Ina and Lewis Heafitz
- Jane & Neil Pappalardo Fund
- Lowell Institute
- National Grid
- The Topol Foundation
- William Randolph Hearst Foundation
- Gwill E. York and Paul Maeder

TRAVELING PROGRAMS
FOR SUMMER PRESCHOOL PROGRAMS, LIBRARIES, CAMPS, YOUTH GROUPS, AND SPECIAL EVENTS

JULY 2020 – JUNE 2021

Museum of Science.

1 Science Park | Boston, MA 02114-1093

TRAVELING PROGRAMS
617-589-0354 mos.org/traveling-programs
**Small Programs**

**PROGRAM DESCRIPTIONS**

All programs are appropriate for grades K – Adult except where noted.

<table>
<thead>
<tr>
<th>Animal Engineers</th>
<th>Light and Shadows: An Engineering Adventure</th>
<th>Night Sky</th>
<th>Blizzards: Outwit the Elements</th>
<th>Rockets: There and Back Again</th>
<th>Reptiles</th>
<th>Science Magic</th>
<th>Super-Cold Science</th>
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<tr>
<td>Let’s be animal engineers! Using storytelling, we will investigate how different animals build shelters. Students will explore animal engineering with puppets, sensory materials, and hands-on activities, and they will also meet a special live animal guest that creates its own amazing shelter! The culminating activity of the program combines everything we learned as students help a mother bird build a nest for its eggs.</td>
<td>During an imaginative shadow puppet play, young scientists learn about the creation of shadows and apply their knowledge with hands-on activities! They practice thinking like an engineer while building and testing solutions to a problem encountered in the play.</td>
<td>Discover which stars, planets, and other astronomical wonders are visible this evening. Using our portable planetarium, we take you on a tour of the solar system and beyond, and provide useful tips on how you can navigate the night sky from your own backyard.</td>
<td>Create an air rocket that launches across the room and engineer a way for a payload to return safely to Earth. This hands-on workshop explores the science behind rockets and space exploration. Use your imagination to plan, build, and test their designs against the forces of nature.</td>
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<td>Are reptiles cold? Are they cold blooded? What actually makes a reptile a reptile? Together we will answer these questions and many more while we become acquainted with some incredible animals from the Museum’s Live Animal Care Center.</td>
<td>How do magic tricks really work? This program investigates the science behind the “magic” of several classic magic tricks. You might learn how to snatch a tablecloth without disturbing the items on top, make a balloon fireproof, and use electromagnetism to defy gravity. For the grand finale, our educator demonstrates how science can make it safe to lie down on a real bed of nails.</td>
<td>Amazing things happen when matter changes temperature. With the help of a Museum educator and an intensely cold liquid, participants experience the remarkable changes in size, form, and behavior that occur when a variety of objects and substances are super-cooled.</td>
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**FREQUENTLY ASKED QUESTIONS**

- **Can I book a program for my child’s birthday party?** Unfortunately we do not attend birthday parties or visit private homes.
- **Do any programs have distance restrictions?** Live animals cannot be away from the Museum for more than six hours, as Reptiles cannot be booked for sites more than 100 miles from the Museum. Sites 50 to 75 miles from the Museum can book up to two sessions in a visit. Sites 75 to 100 miles away are limited to a single session.
- **Do any programs have space restrictions?** Most programs are indoors-only, except Super-Cold Science, Science Magic, and Reptiles. All programs have varying space needs based on their category and capacity, and Night Sky is particularly intense in this regard. Use the relevant previews for pictures and dimensions of the program setups.
- **How early can you start? How late can you stay?** We were looking for more of a drop-in activity for our evening or weekend community event. Got anything? Yes! We offer “XL” hour-long versions of some programs for an additional fee. Only one session may be reserved, and bookings are limited to camp/youth/ scout groups with solely school-age children.

**BRING AN EXCITING SCIENCE EXPERIENCE TO YOUR GROUP.**

Traveling Programs can go almost anywhere in New England—with no mileage fees in summer 2020! Many are ideal for school-age groups in libraries, camps, and youth clubs. We also have two exciting workshops for preschoolers! These programs cannot be booked for schools, but we have a separate catalog of curriculum enrichment for grades PreK – 12. For more information, visit mos.org/traveling-programs.

**Phone**
617-589-0354

**Email**
travelingprograms@mos.org

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**PROGRAMS**

**Animal Engineers**

- Let’s be animal engineers! Using storytelling, we will investigate how different animals build shelters. Students will explore animal engineering with puppets, sensory materials, and hands-on activities, and they will also meet a special live animal guest that creates its own amazing shelter! The culminating activity of the program combines everything we learned as students help a mother bird build a nest for its eggs. *Appropriate for ages 2.9 – 5*

**Light and Shadows: An Engineering Adventure**

- During an imaginative shadow puppet play, young scientists learn about the creation of shadows and apply their knowledge with hands-on activities! They practice thinking like an engineer while building and testing solutions to a problem encountered in the play. *Appropriate for ages 2.9 – 5*

**Night Sky**

- Discover which stars, planets, and other astronomical wonders are visible this evening. Using our portable planetarium, we take you on a tour of the solar system and beyond, and provide useful tips on how you can navigate the night sky from your own backyard. *Appropriate for ages 2.9 – 5*

**Blizzards: Outwit the Elements**

- A blizzard is coming! Engineer a tree house to withstand high winds and snow snowboarders from a wild mountain avalanche. With two exciting activities, this hands-on workshop gives participants a chance to plan, build, and test their designs against the forces of nature. *Appropriate for ages 2.9 – 5*

**Rockets: There and Back Again**

- Create an air rocket that launches across the room and engineer a way for a payload to return safely to Earth. This hands-on workshop explores the science behind rockets and space exploration. Use your imagination to plan, build, and test your own design. *Appropriate for ages 2.9 – 5*

**Reptiles**

- Are reptiles cold? Are they cold blooded? What actually makes a reptile a reptile? Together we will answer these questions and many more while we become acquainted with some incredible animals from the Museum’s Live Animal Care Center.

**Science Magic**

- How do magic tricks really work? This program investigates the science behind the “magic” of several classic magic tricks. You might learn how to snatch a tablecloth without disturbing the items on top, make a balloon fireproof, and use electromagnetism to defy gravity. For the grand finale, our educator demonstrates how science can make it safe to lie down on a real bed of nails.

**Super-Cold Science**

- Amazing things happen when matter changes temperature. With the help of a Museum educator and an intensely cold liquid, participants experience the remarkable changes in size, form, and behavior that occur when a variety of objects and substances are super-cooled.

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**FREQUENTLY ASKED QUESTIONS**

- Why do you charge travel fees? In summer 2020, we are NOT charging travel fees to visit in New England! Just program fees and possibly lodging fee (see next question).
- Will my site require an overnight visit? Any site located more than 150 miles from the Museum will require an overnight stay to make scheduling practical. Sites located up to 150 miles from the Museum may choose an overnight because of specific scheduling needs. On all overnight trips, the site is responsible for lodging fees, but not meals. Live animal programs cannot be booked for overnight programs.
- The group presentations are 30 minutes long. Would a longer show be possible? Yes! We offer “XL” hour-long versions of Super-Cold Science, Science Magic, and Reptiles for an additional fee. Only one session may be reserved, and bookings are limited to camp/youth/scout groups with solely school-age children.
- We were looking for more of a drop-in activity for our evening or weekend community event. Got anything? Yes! We can occasionally attend weekend community events or evening community/STEM nights with a small team of educators staffing a drop-in activity station. Some of these visits are charged, and some have funding available. Contact us for more details.

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**APPLICATIONS**

All programs are appropriate for grades K – Adult except where noted.