



DSP Science Safari

**Bring the hands-on science museum experience
directly to your school or organization!**

DSP Science Safari is the field-trip that comes to you! An outreach program of the Discovery Science Place in cooperation with UT Tyler, the Science Safari brings informal science education to your students with over a dozen hands-on, exciting, engaging, and unforgettable exhibits that focus on STEM (science, technology, engineering, and mathematics). Forget buses, off-campus permission slips, and the logistics of a normal field-trip. Your students can engage in the learning experience of a children's science museum right in your own gym or auditorium!

Science Safari can educate up to six groups of 70 students per day- interacting with over 400 students in one visit! After a brief educational overview of the exhibits students are free to explore for the remainder of their 40-minute session. Science Safari is hosted by an experienced education performer who is happy to answer questions and provide age-appropriate content during the session. To further enhance the value of our visit we provide teachers with a copy of our exhibit/TEKS alignment document as well as our exhibit guide that describes each exhibit and a bit about the related science.

Over a dozen awesome educational activities; examples include:

- **Programmable Beebot Robots** that students can get hands-on with as an introduction to coding at the elementary level with line-tracking robots!
- **Airways**, a physics demonstration that pushes colorful balls all around a maze of clear tubes that students absolutely love.
- **Bike Generator** that enables kids to convert their kinetic energy into electrical energy by pedaling to illuminate a colorful light!
- **3D Printing** shows your students the exciting world of desktop prototyping and manufacturing that is literally changing the field of engineering!
- **Gravity Wall** where students create a pathway of twists and turns and then test their design using small balls and the force of gravity.
- **Magnetism** employs several ball bearings drawn by magnets to travel through a maze along with a cartoon portrait that the kid's apply the "hair, moustache and beard" to by using a magnet and iron filings.
- **Domino Race** is just that – an area where kids set up dominos in patterns, going up and down "steps" and then with a push – send the dominos crashing into each other while all the time learning about engineering, motion and force.
- **Giant Microscope** allows the students to examine a nice collection of bugs, flowers, feathers — and any other object they'd like to see "up close" – on a large 21" screen.
- **Plasma Ball** demonstrates an invention of Nikola Tesla as well as one of the states of matter.
- **Conductivity** has the students compete to see who can complete the course without closing the circuit and lighting the light.
- **Radiometer** brightly demonstrates how invisible particles (photons) of light can propel an object by the interaction of light and thermal energy.
- **Bernoulli Exhibit** demonstrates air pressure in a wonderful, yet simple activity.
- **Geometric Shapes** has the student create anything from letters to numbers to trapezoids, squares, triangles – whatever they choose- using jersey loops on a really large pegboard.
- **Dino Dig** with dinosaur bones, claws and teeth that simulates the search for fossils.
- **Lite Brite** allows students to explore color and light with a giant version of the classic table-top game.
- **Stop-Motion Animation** uses iPads to create mini stop-motion movies with the students as the directors.
- **NASA-inspired Glove Boxes** allow students to experience what it might be like to explore and complete tasks using a glove box apparatus found on the International Space Station.

Program Pricing, Summary and Requirements

Grade Level:	K-5th
Max Audience Size:	70 students per session
Performance Time:	40 minute sessions (with 5 minutes between for transition) and a 30-60 minute lunch
Number of Sessions:	1-6 sessions per day. Additional sessions (up to 8) available for an additional fee.
Setup Time:	90 minutes
Teardown Time:	90 minutes

- Required Utilities:**
- 1 adult volunteer for load-in and load-out
 - 3-4 adult volunteers for each session
 - An indoor 50'x50' space (gym, multipurpose room)
 - Handicap accessibility to the building and performance space (no stairs...)
 - 3-4 electrical outlets

Pricing: \$895/school day (only \$2.13/student)

Title 1 Pricing: \$795/school day (only \$1.89/student)



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