Unity in Learning is your path to hands-on discovery, exploration of the natural world, and experiences that take flight.
Our mission is to inspire people to discover the wonder of science, technology, engineering, art, and math. Our vision is to be the leader in imaginative and interactive learning experiences.
At the Museum
EXPLORE + DISCOVER 4 FLOORS OF EXHIBITS

CONCOURSE
Travel to the far reaches of Earth, Mars, and the moon at Explore Your World (powered by Google Liquid Galaxy), control a vortex of vapor with a wave of your hand, and construct castles higher than your head in our giant Block Party.

ALL ABOUT YOU GALLERY
Sit behind the wheel of a real ambulance, challenge your physical abilities, and take a ride with Dr. Bones.

PRESCHOOL GALLERY
AGES 4 AND UNDER
Spin, tip, and roll balls on our giant ball track Engineers on a Roll and navigate the friendly waves in our water tables.

LEGACY GALLERY
Send “packets” of information across a simulated computer network, explore the mechanics of gears, pulleys, and circuits, and create spiky patterns in ferrofluids using our magnetoscope.

MICHIGAN NATURE ROOM
Bring life to your senses through the sights, sounds, and fossils of the area as you immerse yourself in Michigan from the ground up.

THE WORLD AROUND YOU GALLERY
Encapsulate your body in a cylindrical bubble, climb a Michigan rock wall, investigate magnetic fields, and walk on our big piano.

LYONS COUNTRY STORE
Take a step back in time and experience a real general store, complete with 1930s objects and moving “holographic” characters from the era.

LIGHT AND OPTICS GALLERY
Manipulate light and sound to make musical notes, move streams of plasma with a touch of your fingers, and capture your shadow in a flash.

MEDIAWORKS GALLERY
Hit the dance floor with your computer-enhanced silhouette, fly through the clouds or hang with the apes using our Green Screen.

Field Trip Information
Visits to the Museum are generally two hours long.
A ScienceWorks Lab and/or a lunch will increase the length of your visit.
We request 1 adult chaperone for every 6 children.

ADMISSION
$8 per child for groups of 15 or more.
All teachers and chaperones are free.
Groups must register in advance to receive group rates.

LUNCHROOMS
The Museum does not offer food services and has limited facilities for groups that bring lunches.
A lunchroom may be rented but must be reserved in advance. The cost is $10 for 30 minutes.

NON-REFUNDABLE DEPOSIT
$120 deposit is due two weeks after confirmation email is sent.
Balance will be invoiced the day of the visit.
No refunds.

PLAN YOUR VISIT
www.aahom.org/fieldtrips
Standard ScienceWorks Labs

**TIME:** 50-minute lab

**FEE:** $4 per student; minimum charge is $60 (regardless of number of students)

NEW!  
**ESTIMATION STATION**  
**GRADES K–1**  
How many? What’s a bit? How big? Will it fit? Learn to make estimates about the world around you in this lab. You don’t always have to be exact to be correct.

NEW!  
**ENGINEERING DESIGN**  
**GRADES K–2**  
Engineer your way through multiple problems. Design solutions while you experience the engineering process through questioning, planning, building, testing, and analyzing your creation.

NEW!  
**SLIME TIME!**  
**GRADES K–2**  
Investigate three states of matter by measuring and mixing ingredients for two types of slime. Is it a solid, a liquid, or something else? Get ready to get messy.

**-marvelous Magnets**  
**GRADES K–3**  
Learn about magnetism. Explore whether all metals are magnetic, make magnets attract and repel, and get them to float in mid-air.

**BRIGHT IDEA**  
**GRADES 1–4**  
Explore light as we learn how light travels and discover the difference between reflection and refraction. Tools include flashlights, lenses, special glasses, and mirrors.

**FORCE AND SIMPLE MACHINES**  
**GRADES 2–3**  
Push and pull your way through this exploration, discovering how force affects motion, and how simple machines can make your life easier.

**WATER CYCLE**  
**GRADES 2–4**  
Look Beyond the four stages of the water cycle. Engage in experiments and become a water drop as you experience the many paths of a water molecule.

**SOUND SCIENCE**  
**GRADES 3–5**  
Discover the amazing physics of sound. Make waves that travel through different states of matter and explore how pitch relates to frequency.

**CIRCUIT MASTERS**  
**GRADES 4–5**  
Students will be “wired” after this electrifying introduction to circuits. They will explore the two types of circuits and the parts that make them work. Then they will have the chance to build a three-way switch and more with our safe, interlocking electronic components.

**THE UPS AND DOWNS OF ROLLER COASTER PHYSICS**  
**GRADES 4–8**  
Experiment with momentum and kinetic and potential energy by building roller coasters in teams. Let the forces of physics take you for a ride!
“What a wonderful experience! The kids had great fun today.”

EDUCATOR, ILLINOIS

**Premium ScienceWorks Labs**

**TIME:** 50 minute lab

**FEE:** $5 per student; minimum charge per lab is $75 (regardless of number of students)

**NEW!**

**CHEMISTRY**

**GRADES 5–8**

Mix your way to new states of matter, heat things up with an exothermic reaction, and discover the difference between chemical and physical change.

**FLYING TOYS**

**GRADES 5–8**

Explore the science of flight by designing and creating flying toys. Participants will learn all about physics and motion while making a variety of airborne toys.

**CRIME LAB CAPER**

**GRADES 5–8**

Someone has broken into the Museum van and stolen a laptop! Become Museum detectives and use forensic science to analyze evidence and crack the case.

**COW EYE DISSECTIONS**

**GRADES 5–8**

Investigate how the eye works by dissecting a real cow eye. Students will connect their observations to structures within the eye.
WORKSHOPS
Get attracted to the world of magnets, or fly a boomerang through the air with the greatest of ease! Our educators lead your students through 50- or 90-minute explorations of targeted topics with our curriculum tailored to engage specific grade levels. Maximum of 30 participants per session.

ENGINEERING WORKSHOPS
EGG DROP SOUP: Grades 3–7
CIRCUITS: Grades 3–5
ROLLER COASTERS FOR YOUR CLASSROOM: Grades 4–8
BOOMERANGS: FLYING WITH STYLE: Grades 3–8

PHYSICAL SCIENCES WORKSHOPS
THE UNIVERSE: STARLAB PLANETARIUM: Grades 2–8
Please note special space requirements
YOUNG UNIVERSE: PreK
MAGNETISM: Grades PreK–4
FORCE AND MOTION: K–2
SOUND SCIENCE: Grades 2–4
LIGHT AND OPTICS: Grades 3–4
CHEMISTRY: Grades 4–5

NATURAL SCIENCES WORKSHOPS
FOSSIL RECORD: Grades 2–3
A BUG’S EYE VIEW: Grades 1–3
NEUROSCIENCE: Grades 4–6
BLOWING BUBBLES: Grades K–6
THE WATER CYCLE: Grades 2–4

FAMILY NIGHTS
EVENING PROGRAMS
FAMILY SCIENCE AND MATH NIGHTS FOR PREK–8 & FAMILIES
Invite the entire school community to your site for a math and science celebration! These programs are specifically designed to encourage students to explore 20 mind-boggling activities for 2 hours with their families, teachers, classmates, and friends. You provide the space, 20 tables, and 20 volunteers. We provide the rest.

STANDARD THEMES AVAILABLE:
STEM (mix of activities)
Science
Math and Engineering
Technology (10 activities)

PREMIUM THEMES AVAILABLE:
Science + Literacy
Wind Energy

100–500 participants per session

YOUNG SCIENTIST FAMILY NIGHTS
FOR PRESCHOOLERS & FAMILIES
These science and math programs are specially designed with your preschool scientists in mind! Students and their families explore 15 activities for 2 hours. You provide the space, 15 tables, and 15 volunteers. We provide the rest.

SUPER SCIENCE DAY
DAYTIME PROGRAM
SUPER SCIENCE AND MATH DAYS
While there are no tights or capes involved here, these programs highlight the heroic in science and math. Students are rotated through 10 seriously super experiments each hour for one truly engaging experience! You provide the space, 10 tables, and 10 volunteers. We provide the rest. Grades PreK-8.

Maximum of 60 participants per hour

OUTREACH
At Your Site
Our Outreach staff brings the Museum to you—at schools, libraries, community centers, and festivals—by delivering hands-on programming customized to your schedule and curriculum interests.

FOR FULL DESCRIPTIONS OF WORKSHOPS, please visit aahom.org/experience/programs

Fees are determined by driving distance from the Museum

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Experience live, interactive Ann Arbor Hands-On Museum programs right in your classroom!

Our educators use videoconferencing technology to share science and math activities with your students, engaging them in a dynamic, hands-on learning experience.

Connect from anywhere!
We have the capability to allow ANY school to connect to our Museum virtually. Whether you have the traditional H.323 videoconferencing system or a computer with a webcam, speakers, and microphone, you can bring our Distance Learning programs into your classroom.

WE PROVIDE:
• A 50-minute interactive program.
• A kit with materials for interactive experiments for 30 students.
• A Teacher's Guide to prepare you, your classroom, and your students before the experience.
• Extension activities and resources for further exploration.

REGISTRATION
• Dates and times for distance learning programs are scheduled by request.
• Programs should be scheduled three weeks in advance.
• Book online through the Center for Interactive Learning and Collaboration at www.cilc.org (search for “Ann Arbor Hands-On Museum”).

FOR MORE INFORMATION: Contact the Distance Learning Manager at:
distancelearning@aahom.org
734. 995. 5439

Virtually Anywhere!

DISTANCE LEARNING

OUTREACH

ASSEMBLIES
Never before has science been so dramatic (in a very good way)! The Outreach team presents auditorium-styled programs for the entire school, featuring 50 minutes of cool concepts, impressive displays, and plenty of student involvement! Serves an audience of any size.

$400 plus mileage for 1 session.
Additional hours: $200 each.

TRY-THIS-AT-HOME SCIENCE
Help your students take science outside of the classroom with our presentation of experiments they can pursue at home! We end the presentation with hands-off demonstrations using liquid nitrogen and dry ice.

CUSTOM PROGRAMS
We can customize any program—you never know what's possible until you ask!

FOR MORE INFORMATION: Contact the Outreach Managers at:
outreach@aahom.org
aahom.org/outreach
734. 995. 5439

PREMIUM STEM FAMILY NIGHT SPOTLIGHT

Wind Energy Night
Explore the wonders of Wind Energy with this new Premium STEM Family Night. We offer you a wide range of Wind Energy related activities and demonstrations. Make a mini windmill and test out its power! Want to know how windy it is in your neighborhood? Make your own anemometer and take it home to test! This program is great for middle school audiences. You provide 15 volunteers and we’ll fill 15 of your tables with creative hands-on activities and demonstrations.

This project was funded with the support from the U.S. Department of Energy and in partnership with the City of Ann Arbor Energy Office.
THE FIVE SENSES
GRADES PreK–K
FEE: $145 (+$15 shipping)
Ever wonder why you can smell, hear, taste, see, and feel? Come find out how your senses help you discover the world around you.

CRITTERS IN THE COLD
GRADES PreK–2
FEE: $145 (+$15 shipping)
Touch “blubber,” feathers, and more as we learn how animals adapt to extreme weather. We’ll go on a virtual trip to Antarctica together.

HALLOWEEN SLIME TIME
GRADES PreK–8
Available October only
FEE: $145 (+$15 shipping)
Is it a solid, liquid, gas, or something even spookier? Make two kinds of slime as we investigate the states of matter.

SLIME TIME AND THE STATES OF MATTER
GRADES PreK–8
FEE: $145 (+$15 shipping)
Explore the three states of matter by making two types of slime. Get up and moving to determine what state your matter is in!

AHOOY! THE WONDERS OF WATER
GRADES 1–4
FEE: $145 (+$15 shipping)
Land Ho! Go on a high seas adventure examining the wondrous properties of water. Come explore through a series of hands-on experiments with Captain Waterpants as your guide.

THE FOSSIL RECORD
GRADES 3–5
FEE: $160 (+$15 shipping)
Take a look at actual fossils, discover the clues that they hide, and learn how to interpret their stories which unfolded millions of years ago.

FRACTION INTERACTIONS
GRADES 3–5
FEE: $160 (+$15 shipping)
It’s the fraction game show! Find out how much you know about fractions by becoming a game show contestant—can you survive three rounds of fraction challenges?

COW EYE DISSECTIONS
GRADES 5–8
FEE: $200 (+$15 shipping)
Get a closer look at the anatomy of the eye and how it works together with the brain to create visual images when we dissect real cow eyes. Museum provides cow eyes, gloves, and safety glasses (yours to keep). School must provide its own dissection tools.

OWLS FROM THE INSIDE OUT
GRADES 3–8
Available November–May (Wednesdays only)
FEE: $200 (+$15 shipping)
Leslie Science & Nature Center brings LIVE owls to you as we explore predatory adaptations and behavior. We dissect owl pellets and identify owls’ favorite prey.

COLD BLOODED CLASSIFICATION: REPTILES
GRADES K–12
Available November–May (Tuesdays only)
FEE: $175 (+$15 shipping)
Leslie Science & Nature Center joins us with LIVE reptiles as we explore their characteristics. Feel the snake or lizard skin specimens we send you while you learn about the adaptations that make these animals so successful in the wild.

WALKING UP A FOOD CHAIN
GRADES K–12
Available November–May (Tuesdays only)
FEE: $175 (+$15 shipping)
Together with the Leslie Science & Nature Center, we will create a food chain using LIVE animals (hawk/owl, snake, frog, spider, and roach). Along the way, we will discuss how they survive in the wild.

FOR MORE INFORMATION: Contact the Distance Learning Manager at:
distancelearning@aahom.org
aahom.org/distancelearning
734.995.5439

DISTANCE LEARNING CONTINUED

SPECIAL GROUP EVENTS
From your toddlers and teens to your coworkers, let us help you create unforgettable events for everyone. Call 734.995.5439 or email education@aahom.org, or check online for more information. To register for any of these events, contact registrar@aahom.org.

YOUR NIGHT IN THE MUSEUM
Do you want a remarkable, unique night? Plan a date for your school or large group to spend a fun, customized evening at the Museum. Your night will include dinner, educational workshops, and time to explore our exciting exhibits after hours. Great for kicking off the school year or celebrating achievements! Cost: $20 per person

TEACHER PROFESSIONAL DEVELOPMENT
Join us for fast-paced, hands-on teacher workshops that provide preschool through middle school educators with new tools for incorporating interactive science and math activities into the classroom. We offer professional development opportunities both at the Museum and at your school. Call 734.995.5439 or email profdev@aahom.org for our upcoming events.

FAMILY PROGRAMS
We offer many exciting educational programs for families as well! From evening workshops and weekend performers to school break activities, there is always something going on at the Museum. Visit our www.aahom.org/events for the most up-to-date information!
Our mission is to create moments of discovery that inspire curiosity, exploration, and respect for STEM and the natural world. Our vision is a world where curiosity today leads to more purposeful lives tomorrow.
Sensing Nature

AVAILABLE: All year

How do animals use their sense of sight, smell, touch, taste, and hearing? Students will discover how animals use their senses to survive by observing a live animal, exploring stops along our outdoor “Sensing Nature Trail,” and much more! Your preschoolers’ five senses are sure to be engaged!

Fall

AVAILABLE: September–November

Explore fields and forests to learn how plants and animals prepare for winter through an enchanting autumn puppet show. Through games, a live animal encounter and discovery hike, your students will truly experience the joys of fall.

Spring

AVAILABLE: March–June

Celebrate the birth of spring! A fun-filled puppet show will captivate and educate your students about animal life in springtime. Visit a live animal and enjoy an outdoor walk while discovering the eagerly anticipated signs of spring.

Radical Reptiles

AVAILABLE: All year

Learn all about LSNC’s amazing birds of prey while letting your imagination soar! You’ll have the chance to meet two of our resident raptors up close, and take a hike using binoculars to search for birds in the wild.

Silent Feathered Friends

AVAILABLE: All year

Young students let their imaginations take flight as we spin an owl tale. After the story, students enjoy hands-on experiences with our specimens and meet a native Michigan owl.

Where Animals Winter

AVAILABLE: November–March

With a story and a visit from one of our animals, students will learn about how animals survive the winter with hibernation, migration, and staying here and staying active!
WE STRIVE TO PROVIDE PARTICIPANTS with experiences that foster curiosity about the natural world and promote environmental literacy through the lens of Michigan’s natural history and resources.

All of our programs put students at the center of learning by incorporating activities that:

• engage multiple learning styles and intelligences
• provide sensory-based experiences
• allow participants to DO SCIENCE

We offer 8 different field trip opportunities that get your students outside, active, and learning in our wonderful Black Pond Woods.

Sensing Nature*

AVAILABLE: All year
GRADES: K–1
PROGRAM LENGTH: 1.5 hours

How do animals use their sense of sight, smell, touch, taste, and hearing? Students will discover how animals and humans use their senses to survive by observing a live animal up close, exploring stops along our outdoor Sensory Nature Trail, and much more! Your students’ senses are sure to be engaged!

Explore Black Pond*

AVAILABLE: April–June
GRADES: 1–3
PROGRAM LENGTH: 2 hours

What is Black Pond? Through hands-on exploration, inquiry, and observation, students will discover what unique organisms that call black pond, and the woods surrounding it, home. Students will hike to our vernal pond and meet an animal that is especially adapted to the habitat.

NEW! Habitat Hunt

AVAILABLE: September–July
GRADES: K–2
PROGRAM LENGTH: 1.5 hours

What is a habitat? Through guided exploration, a hike through the woods, and scientific journaling, students will discover what makes Black Pond Woods a special place for the animals that inhabit it.

Tremendous Trees

AVAILABLE: September–November, March–June
GRADES: 3–5
PROGRAM LENGTH: 2 hours

What would we be without trees? Students will explore the plant that provides us with life supporting resource through hands-on exploration, identification, and a hike through where so many trees call their home—the woods!

Beaks, Feathers, and Talons

AVAILABLE: All year
GRADES: 3–5
PROGRAM LENGTH: 2 hours

LSNC’s resident raptors help us explore bird adaptations and discover what helps them survive in the wild. Students will take a birding hike, run an experiment on beak designs, play a game, and meet one of our birds up close!

Winter Woods

AVAILABLE: December–February
GRADES: K–4
PROGRAM LENGTH: 1.5 hours

What do animals do in the winter? Students will discover how both plants and animals prepare themselves for survival during Michigan’s harsh winters through hands-on experiments, observations, a hike through the woods, and a closer look at one of Michigan’s native animals.

Insect Investigations*

AVAILABLE: April–June
GRADES: 1–3
PROGRAM LENGTH: 2 hours

After building a bug, meeting live insects, and taking a rare look into an active bee hive, students will learn what it’s like to be a bee as they attempt to gather enough nectar for the winter.

NEW! Exploring Ecosystems

AVAILABLE: September–July
GRADES: 3–5
PROGRAM LENGTH: 2 hours

What is an ecosystem? Through guided exploration, a hike through the woods, data collection, and scientific journaling, students will discover what makes Black Pond Woods a special place for the animals that inhabit it.

CANCELLATIONS: LSNC school programs take place rain or shine. If your school is cancelled, or LSNC deems the weather is unsafe, we will work to reschedule your program within the school year based on schedule availability or refund if necessary.

FOR MORE INFORMATION OR TO SCHEDULE A PROGRAM, contact us at 734.997.1553.
Outreach Programs

Silent Feathered Friends
AVAILABLE FOR GRADES: K–1
Young students let their imaginations take flight as we spin an owl tale. After the story, students enjoy hands-on experiences with our specimens and meet a native Michigan owl.

What Does That Habitat Need?
AVAILABLE FOR GRADES: K–5
After meeting and learning about different species of live insects, students will attempt to determine what they need in their habitat to survive. Based on what they’ve learned, they will then construct a habitat for an insect and observe as it gets to know its new home.

Bat Biology
AVAILABLE FOR GRADES: K–5
Meet live bats from around the world. As the only flying mammal, bats have amazed and inspired people for a long time. Learn about the diversity of bats, how they survive and their many roles on our planet.

Nature’s Nightlife
AVAILABLE FOR GRADES: K–5
Find out what happens after the sun goes down in this exciting exploration into the world of nocturnal animals. Meet different live animals such as bats, owls, and arachnids to learn why they choose to work in the dark and how they are adapted for life at night.

“Youth gained respect for animals they either previously didn’t think about or were scared of.” SHANNON, EDUCATOR

Far, Feathers, and Scales
AVAILABLE FOR GRADES: 1–3
Classification made fun! Students will compare, contrast and classify live animals to learn what makes mammals, birds, reptiles, and amphibians different. They will also identify and learn about their adaptations for survival.

Cold Blooded Classification
AVAILABLE FOR GRADES: 1–5
Through observation of reptiles and amphibians students will explore what makes these cold-blooded animal unique. With the help of shells, scales, and other specimen students will discover the adaptations, behavior, and physical structures that allow them to survive and thrive in the wild.

Bug’s Eye View
AVAILABLE FOR GRADES: 2–4
Discover the importance of insects in our world. Students will explore what makes insects special by meeting live insects, learning about their life cycles, and becoming insects themselves as they waggle their way to collect nectar to survive.

Hunters of the Sky
AVAILABLE FOR GRADES: K–12
It’s all about survival! Three engaging raptors (like hawks and owls) will visit your site to demonstrate and model their amazing survival characteristics and techniques. Hands-on explorations of feathers, skulls, and other bird parts provide a stimulating introduction to the Hunters of the Sky. Program delivery will be modified depending on audience age and requested key concepts.

Understanding Owls
AVAILABLE FOR GRADES: 2–12
Our owls will engage, delight, and educate your students during a personal visit to your classroom. Classification, conservation, and survival techniques are just a few of the topics we will explore by observing live birds. Students will be amazed as they discover what life is like for a nighttime predator through hands-on activities.

This program may accommodate more than 30 students at once.

Where Does That Snake Live?
AVAILABLE FOR GRADES: K–5
Practice observation skills to pick up the subtle cues that help us to understand the natural world. After meeting different snakes up close, students will learn to use the scientific method as they attempt to discover one of the snake’s natural habitats. Then we’ll perform an experiment to test the students’ hypotheses using live snakes.

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**Walking Down a Food Chain**

**AVAILABLE FOR GRADES:** K–12

Together we will construct a live food chain as your students meet a raptor, reptile, amphibian, arachnid, and an insect. Along the way we discuss how these animals’ lives are connected and learn about the delicate balance that allows them to survive both individually and together as wildlife who share a habitat.

**Nature’s Recyclers**

**AVAILABLE FOR GRADES:** 4–12

Not available during summer.

While meeting live roaches, rodents, and a turkey vulture, your students will learn the important role that scavengers and decomposers play in our everyday lives. Meeting these underappreciated recyclers will prove to be an experience that you and your students will not forget.

**ADDITIONAL PROGRAM INFORMATION**

**DURATION:** 1 hour; if more than one session is planned, 15 minutes must be scheduled in-between for material resets.

**COST:** Program fees vary but start at $180 depending on type, audience and content. Please check the website for up-to-date information or call for an exact quote. Variations include: Additional fees for mileage and reduced rates for additional programs scheduled on the same day.

**GROUP SIZE:** 30 maximum, unless otherwise noted.

**SET-UP AND LOCATION:** LSNC staff will arrive at least 15 minutes prior to program to begin setting up. Programs require an open floor space with at least six feet between the staffer and the audience, and a six foot table.

**CANCELLATION:** Please see our cancellation policy online. Any questions regarding a cancellation can be addressed by emailing info@lesliesnc.org or by calling 734.997.1553.

**LOOKING TO EXTEND a school day or add a science component to your existing afterschool programs? LSNC can take care of the planning and programming!**

By focusing on key concepts, LSNC’s educators are able to create exciting, innovative, and engaging programs that allow students hands-on experience with scientific concepts.

Each program is one hour long, and may include live animal presentations, experiments, games, crafts, and other hands-on learning activities.

**ADDITIONAL PROGRAM INFORMATION**

**AGES:** Grades 1–5

**AVAILABLE:** All year

**TOPICS INCLUDE:**
- Backyard Birding
- Bubble Science
- Classification
- Insects
- Life Cycles
- Michigan
- Nature’s Recyclers
- Owls
- Reptiles & Amphibians
- Pond Studies
- Water Journey

**PRICING:** LSNC Afterschool programs accommodate up to 20 students starting at $180. Multiple programs scheduled on the same day at the same location may be eligible for discounts. A mileage fee may be added depending on your location.

**PLANNING YOUR PROGRAM:** Call us at 734.997.1553 to arrange a program. Please have the following information ready before you call:
- Contact name & phone number
- School name & address
- Ideal dates & group size
Our mission is to provide unique historical and educational experiences through aviation, military, and home-front history.
Field Trip Information

ADMISSION
$8 per child for groups of 15 or more. All teachers, chaperones, and bus drivers are free. Groups must register in advance to receive group rates.

Admission to the museum includes a docent tour. You have many options to help enhance your trip by taking one of our Ann Arbor Hands-On Museum Science Labs, watching a movie, or experiencing flight simulation. We can also come to your site with our Outreach workshops or Distance Learning programs.

We request 1 adult chaperone for every 5 children.

LUNCHROOMS
The Museum does not offer food services and has limited facilities for groups that bring lunches. A lunchroom may be rented but must be reserved in advance. The cost is $10 for 30 minutes.

NON-REFUNDABLE DEPOSIT
$120 deposit is due two weeks after confirmation email is sent. Balance will be invoiced the day of the visit. No refunds.

PLAN YOUR VISIT
Complete a request form to book your Yankee Air Museum fieldtrip by visiting Unityinlearning.org. For questions or more information contact our Registrar at 734-205-9543 or fieldtrips@aahom.org.

Standard Science Labs

TIME: 50-minute lab

FEE: $4 per student; minimum charge is $60 (regardless of number of students)

CAPACITY: 30 students per class

ALL ABOUT THE SUN*
PRE-SCHOOL
Have you ever wondered where the sun goes at night, why your shadow can be big or small, or how plants make your food from the sun? The littlest scientists will investigate our nearest star.
*This lab will only be 30 minutes in length.

ENGINEERING DESIGN
GRADES K–2
Engineer your way through multiple problems. Design solutions while you experience the engineering process through questioning, planning, building, testing, and analyzing your creation.

MARVELOUS MAGNETS
GRADES K–3
Learn about magnets as we sort materials into magnetic and non-magnetic groups. Explore whether all metals are magnetic, make magnets attract and repel, even get them to float in mid-air!

BRIGHT IDEA
GRADES 1–4
Explore light and optics as we learn how light travels, and the difference between reflection and refraction. Discover what color light really is using flashlights, lenses, special glasses, and more.

FORCE AND SIMPLE MACHINES
GRADES 2–3
Push and pull your way through an exploration of force and simple machines. We’ll learn the golden rule of simple machines and explore how levers and inclined planes can make your work easier!

SOUND SCIENCE
GRADES 3–5
Discover the energy in sound waves and make waves that travel through different states of matter. Listen for pitch and frequency, and discover the amazing physics of sound.

CIRCUIT MASTERS
GRADES 4–5
Students will be “wired” after this electrifying introduction to circuits. They will explore the two types of circuits and the parts that make them work. Then they will have the chance to build a three-way switch and more with our safe, interlocking electronic components.

THE UPS AND DOWNS
OF ROLLER COASTER PHYSICS
GRADES 4–8
Students will experiment with momentum, and kinetic and potential energy by building roller coasters in teams. Let the forces of physics take you for a ride!
**Premium Flight Labs**

**TIME:** 50 minute lab

**FEE:** $5 per student; minimum charge per lab is $75 (regardless of number of students)

**CAPACITY:** 30 students per class

**THE FUN OF FLIGHT**  
**GRADES K–3**

Have you ever wondered why some things can fly and other things cannot? Find out why and learn about the forces of flight using household objects and cool flying toys in this dynamic lab!

**CRASH LANDING**  
**GRADES 3–7**

What goes up must come down in this classic egg drop experiment! Students are given credits to purchase materials to protect their egg from damage in freefall. Concepts in this workshop range from gravity to economics.

**FLYING TOYS**  
**GRADES 5–8**

Learn all about flying in this aerodynamic workshop! Participants will make a variety of airborne toys they can keep and explore the physics of flight.

**THIS IS ROCKET SCIENCE**  
**GRADES 5–8**

Blast off into science as you learn about thrust, trajectory, center of gravity, and all the science of rocketry. Master the force of gravity, overcome the perils of radiation in space, and discover how we can use rockets to colonize other planets.

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**Premium Yankee Ingenuity Labs**

**TIME:** 50 minute lab

**FEE:** $5 per student; minimum charge per lab is $75 (regardless of number of students)

**CAPACITY:** 30 students per class

**WIND ENERGY**  
**GRADES 4–8**

Discover how wind can be harnessed to make electricity and build a working wind turbine! Experiment with blade design and other variables to find the most efficient design for a wind power generator.

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**ADDITIONAL ON-SITE OPTIONS**

**Movies**

**FEE:** $2 per student

Movie can be added during a lunch break (lunch room fee waved)

- **FLY GIRLS**
  A film documenting the important work of Women Air Service Pilots (WASPs) during WWII (50 min).

- **THE WILLOW RUN STORY**
  A 1940s Ford Motor Company promotional film in Black and White about the Willow Run Bomber Plant (55 min).

- **THUNDERBIRDS**
  A Movie about the USAF Thunderbirds and the Teamwork that Binds Them Together (50 min).

- **ANDY MEETS THE BLUE ANGELS**
  An animated feature about an adventure meeting the USN Blue Angels (30 min).

**Flight Simulator***

**FEE:** $5 per student for 5 minutes of flight time

Experience the thrill of flight from the pilot’s seat. Use a flight stick and rudder pedals to control a wide variety of civilian and military aircraft while immersed in a full sensory experience. Try your hand at navigating anything from the Wright Flyer, an Airbus A380 double deck Jumbo jet, or even a F-35 fighters. These are best suited to pilots of at least 8 years of age. In addition to being fun to fly, you can also learn basic flight procedures and navigation skills. From takeoff to landing, you are in control.

* Limited to groups with less than 25 students, based on availability.
At Your Site

OUTREACH

WORKSHOPS: Our Outreach staff brings the Museum to you—at schools, libraries, community centers, and festivals—by delivering hands-on programming customized to your schedule and curriculum interests.

CAPACITY: Maximum of 30 participants per 50 minute session.

FEES: $310 plus mileage for the first two workshops. $125 for each additional workshop. Discounts available for booking 9+ workshops.

THE UNIVERSE*
GRDES 2–5
The program begins with an astronomy “orientation” that features lively demonstrations to illustrate the concepts that are important to understanding the study of the stars and ends inside our portable, inflatable planetarium known as StarLab. *Please note: Special space requirements

EGG DROP SOUP
GRDES 3–7
The classic egg drop experiment! Students are given credits to purchase materials to protect their egg from damage in freefall. Concepts in this workshop range from gravity to economics.

ROLLER COASTERS IN YOUR CLASSROOM
GRDES 4–8
You provide the floor space and we’ll provide the excitement and learning. What better way to learn about the physics of energy, force, and motion than through hands-on science?

WIND ENERGY
GRDES 5–8
Discover how wind can be harnessed to make electricity and build a working wind turbine! Experiment with blade design and other variables to find the most efficient design for a wind power generator.

Virtually Anywhere!

DISTANCE LEARNING

Experience live, interactive Ann Arbor Hands-On Museum programs right in your classroom! Our educators use video-conferencing technology to share science and history activities with your students, engaging them in a dynamic, hands-on learning experience.

CAPACITY: Maximum of 30 participants per 50 minute session

FEE: $145 + $15 shipping fee. This includes a kit of materials for interactive experiments for 30 students

PARACHUTING THROUGH TIME
GRDES 4–8
Catch some air as you learn about the history of the parachute. See examples of early and modern parachutes then create and test your own design.