



## **2020-2021 S.H.O.W. Education Guide**

**Bring the museum to your location with a S.H.O.W.!**

### **How we are addressing COVID-19 and S.H.O.W.'s**

At Imagination Station Science & History Museum (ISSHM), we believe that live, in-person instruction and hands-on learning play an important role in a child's education. We believe this can be executed safely by taking appropriate precautions. Here are some of the safety measures we are implementing for all of our museum programs:

- All staff members go through health and temperature screening when they arrive each day.
- Museum educators and participants are required to wear masks at all times that social distancing of 6 feet or more is not possible. Wearing masks is encouraged at all times.
- Program participant numbers are limited based on space available in order to allow for appropriate social distancing and to meet current government guidelines for educational gatherings.
- Each program kit ISSHM provides is thoroughly cleaned and sanitized before and after each program use.
- We encourage museum educators to wash and sanitize their hands frequently. A hand-sanitizing station is available for volunteers to use during the program.
- Hands-on learning aids are either individually wrapped, proportioned in advance for singular use, or made of a nonporous material that is sanitized between uses.

### **What is S.H.O.W.**

S.H.O.W. (Science & History On Wheels) is a way for ISSHM to travel into surrounding communities and bring the experience of the museum to you. Each S.H.O.W. program promotes student investigation and critical thinking, and is designed to travel. We bring all the materials needed to conduct exciting workshops, assembly programs, or discovery classes at your school, civic group or family gathering.

Led by a museum educator, programs include age-appropriate content and activities for students ranging from kindergarten to 8<sup>th</sup> grade. Many of our programs are easily adaptable to meet high school standards, incorporating activities focused on competency goals of STEM education.

All museum programs meet learning standards outlined in North Carolina's *Standard Course of Study*. If you do not see a program or topic that meets your needs, we can modify an existing program or design a special program that does.

We look forward to serving you with programs that interest your students and that supplement the great work you are doing with your students at home & in the classroom.

## How to Book a S.H.O.W.

S.H.O.W.'s range in **price from \$150 to \$330 for one program**. Programs accommodate small groups of up to 30 or large groups of up to 100 participants. If you are interested in multiple programs, a discount will be applied to the cost of any additional programming. *\*A minimum program fee of \$350 is charged for locations greater than 75 miles from ISSHM*

In addition to the program price, **the cost of round trip mileage from ISSHM to your location** is included on your invoice. *\*Mileage will not be charged for SHOWs within Wilson County.*

For your group's convenience, we offer optional gift bags for purchase as a memento of the S.H.O.W. experience. Requests for gift bags must be made at least 2 weeks prior to your scheduled S.H.O.W. date. Because bags are prepared specially for every S.H.O.W., you are responsible for the providing ISSHM with the correct number of bags needed. *\$5.00 per gift bag.*

## To Schedule a Program or for Questions:

Contact the museum by calling (252) 291-5113. You can also book online by visiting our website at [scienceandhistory.org/show](http://scienceandhistory.org/show) and completing a S.H.O.W. inquiry form.

### Registration Information You Will Need to provide includes:

- |   |                               |
|---|-------------------------------|
| * School or organization name                 | * Contact person              |
| * Site address, phone number, fax number      | * Grade/age level             |
| * Email address                               | * Arrival and departure times |
| * Number of children, adults, and bus drivers | * Program choices             |
| * Date of visit                               |                               |

ISSHM cannot hold a date for a group without an official booking. When your program is officially booked, we will email a program invoice and confirmation. ISSHM will also issue a reminder phone call prior to your program date.

## Program Revision and Cancellations:

Please review all confirmation materials carefully for accuracy and important information. If there are program revisions, changes to the number of attendees, or if the program must be canceled, **please notify ISSHM by phone at least three business days prior to your program**; Monday - Friday, excluding holidays. A charge of \$50.00 will be applied to organizations that make changes or cancel their program(s) after the deadline. Messages left on voicemail or email will not be accepted as invoice revisions or cancellations.

## Video Taping/Photographs:

Recording and photographing of exhibits and programs is allowed in part but not whole. Please only record short clips of our program and not in its entirety, any still photographs are permitted. Be sure to share your experience on social media!

## Science Programs, Fall 2020-Summer 2021

These programs cover a wide range of scientific topics and ideas. Programs range from 45-60 minutes long. SHOW's are classified as Discovery Classroom (DC) programs which serve up to 30 participants or Assembly (AS) programs that can serve up to 100 participants, all dependent upon facilities' ability for proper social distancing.

### Physical Science Programs:

**Big Chill** – Explore the world of liquid nitrogen during this chilling presentation. Students watch nitrogen boil, see how physical characteristics change, and end the program with a sweet treat! This program is only offered March – November. Serves up to 30 \*2.P.2.1; 2.P.2.2; 3.P.2.1 - 3.P.2.3; 3.P.3.1; 3.P.3.2; 4.P.1.1; 4.P.1.2; 4.P.2.1; 5.P.2.3; 6.P.2.1; 6.P.2.2; 6.P.3.1; 6.P.3.3; 7.E.1.1; 8.P.1.1 (**\$330- DC**)

**Pop, Fizz, BOOM!** – In one of our most popular programs, we explore the properties of matter. Volunteers assist with experiments showing physical and chemical changes, including both endothermic and exothermic reactions. In each experiment we test gases produced by observing how they react with fire. Even teachers have a blast! Serves up to 100 \*2.P.2.1 - 2.P.2.3; 3.P.2.1 - 3.P.2.3; 3.P.3.2; 4.P.2.1; 5.P.3.1; 5.P.3.2; 6.P.2.1; 6.P.3.1; 7.E.1.1; 8.P.1.1 – 8.P.1.4 (**\$200- AS**)

**Phenomenal Physics** – What makes an object move? It is all a matter of physics! We use Newton's Laws of Physics to explore force, motion, and gravity. Serves up to 100 \*1.P.1.1, 1.P.1.3, 3.P.1.1, 3.P.1.2, 3.P.1.3, 5.P.1.1, 5.P.1.4, 7.P.1.2 (**\$200- AS**)

**Catch the Wave** – What did one ocean say to the other? Nothing, they just waved! Find out the difference between sound and light waves through experimentation! Serves up to 100 \*2.P.1.1, 2.P.1.2, 4.P.3.1, 4.P.3.2, 6.P.1.2, 6.P.1.3, 6.P.3.2 (**\$200- AS**)

### Earth Science Programs:

**Digging in the Dirt: Archaeology & Paleontology** – Students learn the difference between archaeology and paleontology and the importance of context as they examine artifacts and fossils. Students hunt for fossils in matrix from the Miocene epoch and get to keep their finds! Serves up to 40 \*K.C.1.2; K.G.1.3; K.H.1.1; K.H.1.3; K.L.1; 1.G.1.1-1.G.1.3; 1.G.2.1-1.G.2.3; 1.H.1.1; 1.L.1; 2.E.1.4; 2.G.1.1; 2.G.2.1; 2.H.1.1; 2.H.1.3; 2.L.1; 2.L.2.2; 3.C.1.3; 3.G.1.2; 3.G.1.4; 3.H.1.1; 3.H.1.3; 3.H.2.1-3.H.2.2; 3.E.1.1-3.E.1.2; 4.E.2; 4.G.1.1; 4.G.1.3; 4.H.1.3; 4.L.1; 5.C.1.2; 5.G.1.1; 5.L.2; 5.L.3; 8.E.2.1 ; 8.E.2.2; 8.L.4.1 (**\$200- DC**)

### Biology & Life Science Programs:

**Animal Encounters** - Students see live animals up close as we talk about adaptation, classification, food, and habitats. Students have the opportunity to touch an animal pelt and one of the animals at the conclusion of the program. Serves up to 100 \*K.L.1; 1.L.1.1; 1.L.1.2; 1.L.2.2; 2.L.1.1; 2.L.2.1; 2.L.2.2; 3.L.1.2; 4.L.1.2; 4.L.1.4; 5.L.2.2; 6.L.2.1 (**\$150- AS**)

**Whooo's Food** – Investigate the food chain and food webs throughout ecosystems. Students will be able to dissect an owl pellet to see whooo's been eaten! In the game of predator and prey, someone has to lose. Serves up to 30 \*1.L.2.2; 3.L.1.1; 4.L.1.1; 4.L.1.2; 5.L.2.2; 5.L.2.3; 6.L.2.1; 8.L.3.1; 8.L.3.2; 8.L.3.3; 8.L.5.1; 8.L.5.2 (**\$250- DC**)

**Plant Life Cycles** – Investigate plant life cycles with us as we talk about seed dispersal, dissect plants, and make paper samaras. Students will be able to dissect different types of plants to investigate just how they work! Serves up to 30 \*1.L.1.1, 3.I.2.1, 3.L.2.3, 5.L.2.3, 6.L.1.1 (**\$200-DC**)

**\*Dissections:**

Dissection programs allow students to investigate the anatomy of various animals. Dissections begin with an introduction to the specimen species and phylum. A museum educator then leads students through the dissection. 10 – 30 students are required per dissection. Students must wear closed toe shoes. 60-90 minutes.

*\*Dissections must be booked 2 weeks in advance to guarantee specimen availability.*

## **History Programs, Fall 2020-Summer 2021**

### **School Age History Programs**

Our history programs are designed to encourage your students to ask questions that help them understand the context and events of different time periods as they explore North Carolina's history. Programs are differentiated by grade level in accordance with NC Essential Standards. *\*Please specify if you would like certain standards addressed in our program.* All history programs are 45 minutes.

**A Pirate's Life for Me** – Students explore the Golden Age of Piracy as they learn about life on a ship, weaponry, and navigation use a sextant to navigate the seas from the Carolinas to the Caribbean. Students learn about historic pirates of North Carolina. \*K.C.1.2, K.C&G.1.2, K.G.1.1-K.G.1.3, 1.C&G.1.1-1.C&G.1.2; 1.E.1.1; 1.E.1.3; 1.G.1.1-1.G.1.3; 1.G.2.1-1.G.2.3; 2.C.1.2; 2.E.1.2-2.E.1.4; 2.G.1.1; 2; 2.H.1.1; 2.H.1.3; 3.E.1.1-3.E.1.2; 3.G.1.2-3.G.1.5; 3.H.1.1; 3.H.2.1-3.H.2.2; 4.E.1.1-4.E.1.4; 4.G.1.3; 4.H.1.2-4.H.1.4; 5.C.1.3-5.C.1.4; 5.H.1.2-5.H.1.2; 5.G.1.1 (**\$150- AS**)

**Digging in the Dirt: Archaeology & Paleontology** – Students learn about the past by exploring just below the surface. Students learn the difference between archaeology and paleontology and the importance of context as they examine artifacts and fossils. Students interpret archaeological sites and search for fossils. \*K.C.1.2; K.G.1.3; K.H.1.1; K.H.1.3; K.L.1; 1.G.1.1-1.G.1.3; 1.G.2.1-1.G.2.3; 1.H.1.1; 1.L.1; 2.E.1.4; 2.G.1.1; 2.G.2.1; 2.H.1.1; 2.H.1.3; 2.L.1; 2.L.2.2; 3.C.1.3; 3.G.1.2; 3.G.1.4; 3.H.1.1; 3.H.1.3; 3.H.2.1-3.H.2.2; 3.E.1.1-3.E.1.2; 4.E.2; 4.G.1.1; 4.G.1.3; 4.H.1.3; 4.L.1; 5.C.1.2; 5.G.1.1; 5.L.2; 5.L.3 (**\$200- DC**)

**Life in Colonial North Carolina** - Students discover what life was like for the first North Carolinians. We focus on colonial society, clothing, jobs, diet, government, religion, and relationships with Native Americans. We study the Tuscarora tribe and how it was affected by the arrival of European settlers. Students are able to handle Native American artifacts from the Coastal Plain region. \*4.C.1.1-4.C.1.2; 4.C&G.1.3; 4.E.1.3-4.E.1.4; 4.G.1.2-4.G.1.3; 4.H.1.2-4.H.1.4; 5.C.1.1-5.C.1.4; 5.E.1.1; 5.G.1.1-5.G.1.2; 5.G.1.4; 5.H.1.1-5.H.1.3 (**\$150- AS**)