MARYLAND SCIENCE CENTER

Opportunities

The Maryland Science Center's Educational Programs Guide

2025 – 2026

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Code of Conduct

Maryland Science Center Code of Conduct
The Maryland Science Center is a participatory, hands-on environment and welcomes hundreds of thousands of guests each year. We invite you to have fun and use the exhibits actively while being respectful and considerate of others.

Personal Conduct
- All group attendees are required to wear the appropriate sticker/wristband upon entering the building.
- There is no eating, drinking, or snacking on the exhibit floors.
- Chaperones and teachers must always stay with their students.
- Any chaperone arriving separately from their group must be approved by the lead teacher before entering the exhibit area.
- Unruly behavior, profanity and other offensive language, and symbols or gestures to guests or Science Center team members may be cause for ejection without a refund.
- Possession, use and/or selling of alcoholic beverages or illegal drugs, smoking, vaping, and using cannabis is prohibited.

Staying Connected

Email

Camp-In:
campin@mdsci.org

Family Science Night:
famscinight@mdsci.org

Traveling Science Program:
outreach@mdsci.org

Reservations:
reservations@mdsci.org

Online

Website: www.mdsci.org

facebook.com/MarylandScienceCenter
instagram.com/MDScienceCenter
youtube.com/MDScienceCenter
tiktok.com/MDScienceCenter

Phone

Field Trip Reservations: 410-545-5929
Camp-In Programs: 410-545-5958
The Science Store: 410-545-5924
24 Hour Information Line: 410-685-2370

Sign up for our emails to receive the latest news and events happening at the Maryland Science Center. Visit www.mdsci.org and click "Signup For Our Emails" at the bottom of the homepage.

Frequently Asked Questions

What are the costs?
All Maryland students and chaperones visit the exhibit halls for free.
IMAX, Planetarium, Kids Room, enrichment experiences, and other programs are available as add-ons. For a full listing of addtional options and pricing, including pricing for non-Maryland schools, see page 4.

Do you provide guided tours?
No. We encourage you to experience the museum through self-guided exploration. We offer structured education programs, see page 11.

How long does it usually take to go through the general exhibits?
We recommend allotting approximately two hours to visit the general exhibits. More in-depth investigation will require additional time.

What should I do upon arrival?
When you arrive, leave your students on the bus while you check in the group. You will be issued a sticker for every student, teacher, and chaperone. Once everyone is accounted for, you may enter the Maryland Science Center and enjoy your visit.

Is a deposit required? What are the accepted payment methods? Who should I make the check out to?
No deposits are needed. All payments are due on the day of arrival. Payments can be made in the form of cash, credit (Visa, MasterCard, American Express, or Discover), or a check made out to the Maryland Science Center. Non-Maryland schools must bring payment on the day of their visit. **Maryland schools who plan on using a purchase order or requesting an invoice must do so at the time of their reservation — not on the day of their visit.**

What happens if my numbers decrease or increase the day of visit?
You will only need to pay for the actual attendees. If you have optional programs that are limited by capacity, we will do our best to accommodate everyone.

Can teachers preview the museum before their group visits?
Yes, all Maryland PreK - 12 teachers are admitted to the exhibit halls free of charge, with a school ID or pay stub.

Pro Tip: Our friendly staff are always happy to help! Let your students and chaperones know to look for a staff member if they have questions or need assistance during your visit.

The Science Store

Our store offers a wide selection of items that complement our programs and exhibits. Kits, games, teaching aids, resource books, gifts, and souvenirs are all available for purchase. The Science Store is open during regular Maryland Science Center hours of operation. We offer educators a 10% discount with proper ID. For groups who don't have time to shop during a visit, pre-packaged science sacks are available for advance purchase. The sacks are $3 each and can be customized according to the age of your group. Please order at least two weeks prior to your visit.

Call us at 410-545-5924.

Field Trip Pricing and Important Information

The Maryland Science Center welcomes all Maryland students and chaperones reserving as a group to its exhibit halls free of charge. Plan your visit today!

Science Beyond the Classroom, powered by Constellation provides free admission to all Maryland students, teachers, and chaperones who visit the Science Center on field trips. Free admission support is also provided by the Maryland State Department of Education, The Kahlert Foundation, Transamerica Foundation, Prince George's County Community Partnership Grants Program, Delaplaine Foundation, The John J. Leidy Foundation, Goldsmith Family Foundation, and our generous donors. We also thank Baltimore City, the Citizens of Baltimore County & the Baltimore County Commission on Arts and Sciences, and the Howard County Arts Council and the Howard County Government for their operating support which provides critical support for all our programming.

Important Policies to Know

- Chaperones are required to remain with their students at all times.
- Groups of students are not permitted to visit MSC without an adult chaperone.
- Chaperones are responsible for appropriate behavior of all students in their group.
- Groups exhibiting inappropriate behavior will be asked to leave the Science Center without a refund.

Payment

No deposits are needed. All payments are due on the day of arrival. Payments can be made in the form of cash, credit (Visa, Mastercard, American Express, or Discover), or a check made out to the Maryland Science Center. Non-Maryland schools must bring payment on the day of their visit. **Maryland schools who plan on using a purchase order or requesting an invoice must do so at the time of their reservation — not on the day of their visit.**

Cancellations

If you must cancel your field trip, Traveling Science Program, or Family Night please call the MSC reservationist at least one full calendar week before your scheduled visit. Those who fail to provide a week's notice will be charged a late cancellation fee of $75 or 25% of the total reservation, whichever is higher. There is no charge to reschedule due to a school closure or weather emergency.

In the event of severe weather, the Maryland Science Center may close. Watch WBAL-TV for weather-related closings. To verify we are open in case of inclement weather, please call the 24-hour information line after 7am on the day of your visit: 410-685-2370. Following a weather emergency, call the MSC reservationist to reschedule.

Sensory Friendly Days

At the Maryland Science Center, we continue to build an inclusive culture that celebrates what is unique to each of us. We want every group to have the best experience possible. We recognize that our enrichment experiences may benefit from adaptations to better suit the abilities of some students, and that some student groups may require attendance in enrichment experiences outside their grade level. Please ask the reservationist for advice about suggested accommodations. We will also offer several sensory friendly days. These days have limited reservations, sensory-friendly map guides, no overhead announcments, and addtional signage on loud or surprising experiences that let guests know what to expect.

Dates:

September 30, 2025
November 5, 2025
December 9, 2025
February 17, 2026
June 3, 2026

Maryland School Groups Only*

	Students	Teachers	Chaperones
Basic Admission	FREE	FREE	FREE
Enrichment Experiences	$10.00	FREE	FREE
Planetarium	$9.00	$9.00	$9.00
St. John Properties IMAX Theater	$9.00	$9.00	$9.00
Kids Room	$5.00	FREE	FREE

School Groups Outside of Maryland*

	Students	Teachers	Chaperones
Basic Admission	$9.00	FREE	$6.00
Enrichment Experiences	$10.00	FREE	FREE
Planetarium	$9.00	$9.00	$9.00
St. John Properties IMAX Theater	$9.00	$9.00	$9.00
Kids Room	$5.00	FREE	FREE

* Prices valid weekedays only, October 1st - June 12th (excluding major holidays)

Educator Resources

Free Admission for Teachers
The Maryland Science Center offers free admission to our exhibit halls to all credentialed Maryland PreK - 12 teachers, when not visiting with a school group throughout the year. Upon arrival, present your educator identification (school ID, payroll receipt, etc.) to a ticket agent.

Online Resources
Information identifying links between MSC exhibits, enrichment experiences, and theater shows is available from the MSC website. This and other resources, including a scavenger hunt for use during your visit, are available for download. Visit www.mdsci.org/field-trips/ to find our online resources.

Have a group of 100 or more? We can book an overnight event tailored to your group in the fall or summer.

Camp-In Sleepover For School Groups

Grades: K - 5th
Capacity: 130 children plus adult chaperones
Time: Event will occur on a Friday in Spring 2026
Theme: Forensics

Campers will participate in hands-on workshops, view a planetarium show, view an IMAX movie, visit three floors of interactive exhibits, and spend a night at the museum. Also includes: snack, breakfast, and participation patch.

Call 410-545-5958 or email campin@mdsci.org for more information and to begin your reservation.

Core Exhibits

Our core exhibits are the centerpiece of our educational initiatives and form the foundation for our programs.
Explore NGSS connections to our exhibits at www.mdsci.org/NGSS.

Earth Science

Dinosaur Mysteries

Follow the trail of dinosaurs from dig site to field laboratory and beyond. Work together to unearth dinosaur bones at the dig site. Examine a 70 million-year-old dinosaur embryo. Get up close and personal with a T.rex and over a dozen other full size dinosaurs through 10,000 square feet of soaring exhibit space, all in a hands-on environment.

Health and the Human Body

SciLab

Scientists in 3rd grade and up get to work in a real laboratory. Use genuine lab tools and protocols to investigate chemical and biological phenomena. To book a session for your whole class featuring special experiments not available in SciLab, see the SciLab Enrichment Experience on page 11.
SciLab is presented by BD Life Sciences – Diagnostic Solutions

BD

You — The Inside Story

MSC's largest exhibit at over 12,000 square feet is a hands-on exploration of a remarkable machine we know as the human body. You — The Inside Story takes a look at our senses, our unique traits and features, and challenges both the mind and muscles.
You — The Inside Story is presented by Johns Hopkins Medicine

JOHNS HOPKINS
UNIVERSITY & MEDICINE

Early Childhood

The Kids Room

The Kids Room is a sensory adventure for our early childhood visitors, from birth to eight years of age. Dive into waterplay, where hand pumps, fountains, dams, river channels, and nozzles keep hands and minds in motion. Create a building to withstand our earthquake table. Visitors from birth to 24 months of age can explore Room to Grow, a special sensory-rich zone where the pace and activity level is scaled appropriately to infant and toddler development. In the Kids Room, children can experiment with cause and effect relationships, discover the forces of gravity and magnetism, explore the natural world, and exercise their imaginations.

The Kids Room is designed as a child-led discovery space. Adult chaperones must accompany and remain in the room with children at all times. To ensure a safe and age appropriate experience, school groups are encouraged to divide as follows: birth to five years (PreK and K) and six to eight years (1st, 2nd, and 3rd grades). School group reservations to visit the Kids Room guarantee 50 minutes without any other school groups and include an activity facilitated by our Early Childhood staff. Please note there is an additional charge for this exhibit. See page 4.

Capacity: 50 students | Time: 50 minutes

Physics and Phenomena

Demonstration Stage

Science is a bubbling, chilling, and electrifying experience on the Maryland Science Center's Demonstration Stage. Presentations are offered daily on a variety of topics.

Newton's Alley

Explore sight, sound, transfer of energy, magnetism, light, and simple machines in this hands-on physics exhibit. Pull yourself to the stars in a pulley chair, play music on a stringless laser harp, and learn about physical forces by competing in a giant lever tug-of-war.
Newton's Alley is presented by Constellation

Constellation.

Core Exhibits, Continued

Physics and Phenomena

Power Up
From fuel to power generation to delivery — it takes a lot to make sure the light goes on when you throw that switch. Power Up looks at the people and power that make the electricity we use every day. You are the energy behind the human-powered generator and you take on the role of city planner as you try to figure out the power distribution grid to electrify a city without overloading the system.
Power Up is presented by Constellation and Exelon

Constellation. exelon℠

Science & Main
Science and hands-on learning intersect at Main Street. Explore how gears work at the bike shop. Learn about sounds in the music store. Discover the properties of flight at the airport and lots more in this streetscape exhibit that will have you strolling through science.

Science Aglow
Science Aglow introduces the electromagnetic spectrum, with an emphasis on visible light and its interaction with mirrors, motion, and time. Glimpse the illusion of infinity as light bounces back and forth between mirrored surfaces. See your shadow like never before as it is temporarily captured on our glow-in-the-dark wall. Make a work of "light" art by sculpting light with prisms and lenses. Explore the concept of radiation as information and play with optics as you learn about the physics of light.

Math in Nature
In nature, math reveals itself in patterns. Ripples on a pond, wind across marsh grasses, birds flocking — the patterns, and their purpose, come down to math. Math in Nature also explores concepts like symmetry, camouflage, tessellation, fractals and other mathematical phenomena as they appear in the natural world.

Make *(New this year!)*
Make, our new do-it-yourself workshop space, takes creativity to the next level with drop-in activities that blend science, art, engineering, and technology. Visitors might take on a problem-solving challenge, prototype an inventive object, or investigate the inner workings of a familiar item. Make activity offerings rotate throughout the year. Check our website to see what we will be doing on the day of your visit.
Make is presented by The Kahlert Foundation

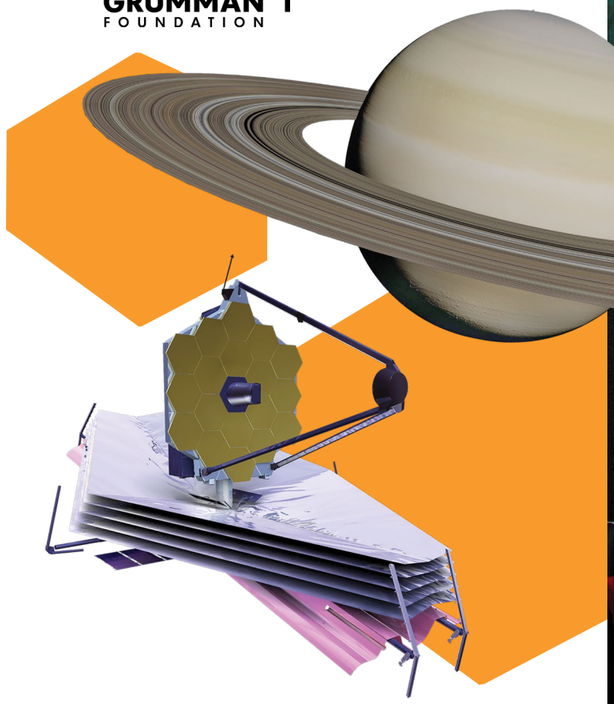
THE KAHLERT FOUNDATION

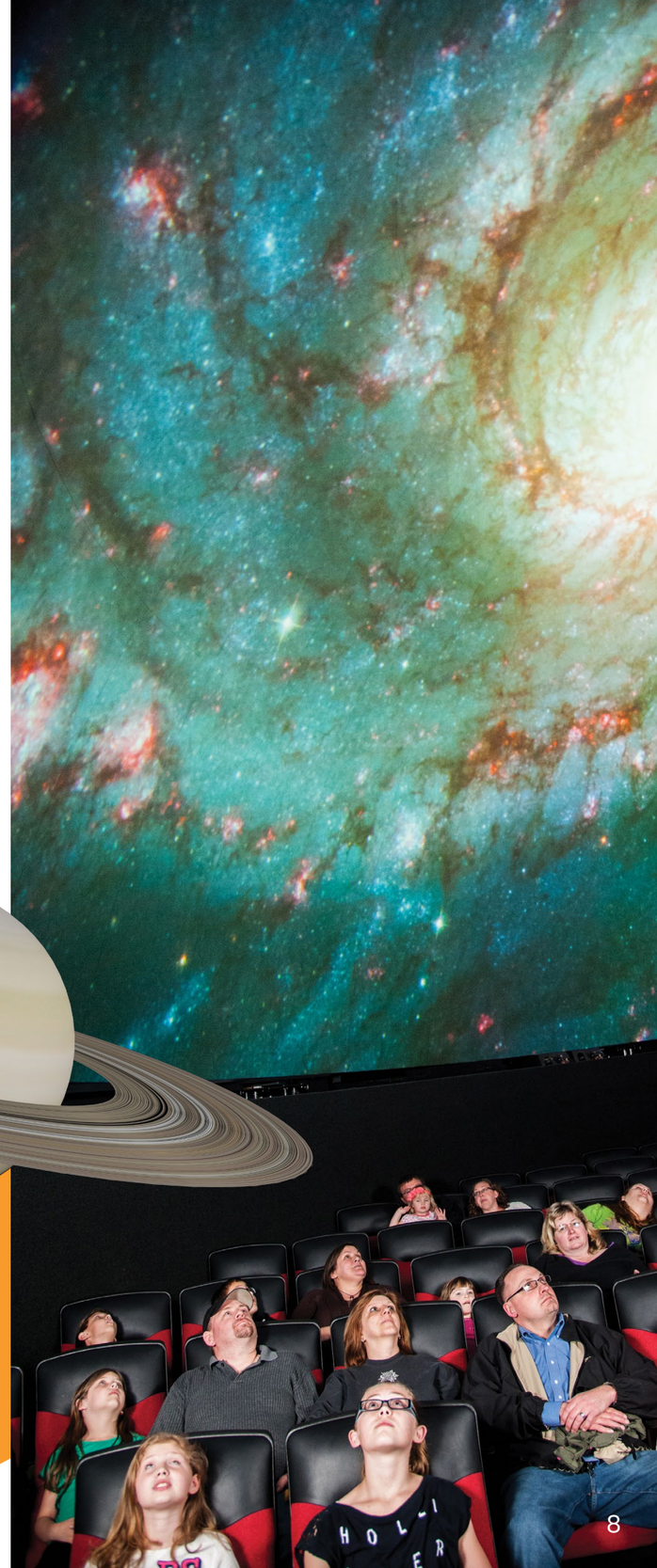
Space and Aerospace Science

Planetarium
Under the dome, the fully digital star theater turns daytime to night. Planetarium programs guide audiences around the night sky and through an adventure in space. Program-related educational resources are provided to teachers on the day of your visit. Planetarium programs for school groups are by advance reservation only. Programs are offered at 10:30 and 11:30. Please note there is an additional charge. See page 4.

Space *(New this year!)*
Space is MSC's newest and most out-of-this-world exhibit. Find yourself surrounded by the vastness of space and check out the most current images from the James Webb Space Telescope. Visit the flight deck and take control of a robotic arm. Work collaboratively to build an interstellar base. Become a member of mission control as you launch and land a spacecraft. Go on a hunt for exoplanets, investigate black holes, and see yourself spaghettified.
Space is presented by Northrop Grumman Foundation

NORTHROP GRUMMAN FOUNDATION





St. John Properties IMAX Theater

IMAX films offer an immersive, larger-than-life exploration of key topics directly related to our core exhibits. Films available on the half hour from 10:30am to 1:30pm.

A Beautiful Planet 3D

Grades: 3 - 12
Capacity: 330
Length: 45 minutes
NGSS: 3-LS4-4; 4-ESS3-1; 4-ESS3-1; 4-ESS2-1, 2; 5-ESS3-1; MS-ESS1-2; MS-ESS3-1, 5

- Gaze down on the wonders of Earth from the International Space Station for a breathtaking view of the planet
- Discover how humanity and natural powers have changed the world
- Explore life on the International Space Station and how research done in space pushes the boundaries of human knowledge

Beavers

Grades: PreK4 - 8
Capacity: 390
Length: 35 minutes
NGSS: K-LS1-1; K-ESS2-1; 2-LS4-1; 4-ESS2-1; MS-LS2-4

- Trek through the Canadian Rockies with a family of beavers, one of nature's greatest engineers
- Travel underwater and inside a beaver lodge for a rare look at these industrious creatures
- Watch them fell trees, construct their lodge, evade the forest's predators, and transform their environment

The Blue Angels 3D *(New this year!)*

Grades: 4 - 12
Capacity: 330
Length: 45 minutes
NGSS: 5-PS2-1; 3-5-ETS1-2

- Soar with the Blue Angels and find out what it's like to be a member of the Navy's elite Flight Demonstration Squadron
- Learn about the importance of teamwork required for stunning aerial displays and precision flight maneuvers
- Follow the journey from training to showtime as five new members join this elite team

Coral Sea Adventure

Grades: 3 - 12
Capacity: 390
Length: 45 minutes
NGSS: 3-LS2-1; 3-LS4-3, 4; 5-ESS3-1; MS-LS2-1, 2, 4, 5; MS-ESS3-1, 3, 4, 5; HS-LS2-2, 6, 7; HS-ESS3-6

- Travel to the South Pacific and see the Coral Sea like never before
- Learn how coral reefs form and the vital role they play in the ocean ecosystem
- Discover the ways local conservationists are protecting and safeguarding endangered green sea turtles

Add IMAX to your field trip!

Deep Sky

Grades: 4 - 12
Capacity: 390
Length: 40 minutes
NGSS: 4-PS4-3; MS-PS4-3; MS-ESS1-2, 3; HS-PS4-2, 3, 5; HS-ESS1-2

- Learn how NASA's James Webb Space Telescope helps us search for exoplanets and provides clues about the beginning of the universe
- Hear from scientists and engineers on the international team that worked on the spacecraft for over a decade
- View breathtaking images of nebulas, star nurseries, distant galaxies, and more

Extreme Weather 3D

Grades: 3- 12
Capacity: 330
Length: 40 minutes
NGSS: 3-LS4-4; 3-ESS2-1, 2; 3-ESS3-1; 4-ESS3-2; 5-ESS2-1; MS-ESS2-1, 4, 5, 6

- Explore the interconnected system of weather that causes tornadoes, collapsing glaciers, and drought-driven wildfires
- Discover some of the ways the dynamic forces of weather are shaping planet Earth

Flight of the Butterflies 3D

Grades: 2 - 12
Capacity: 330
Length: 45 minutes
NGSS: 3-LS4-4; 4-ESS2-1; 5-LS2-1; 5-ESS3-1; MS-LS2-1, 3, 4, 5; MS-ESS3-3

- Follow the migration of the monarch butterfly from Mexico to Canada and a determined scientist's decades-long search to find their hidden overwintering sites
- Watch the amazing transformation from pupa to adult monarch
- See hundreds of millions of migrating monarchs in the remote mountains of central Mexico

Maryland By Air *(New this year!)*

Grades: 4 - 12
Capacity: 330
Length: 45 minutes
NGSS: 4-ESS1-1; 4-ESS2-1; 5-ESS3-1

- Take a ride in Silver Queen, a WWII-era biplane, with a local pilot as he flies across Maryland from the sandy beaches of the Eastern Shore to the ancient forests of the Blue Ridge Mountains
- Enjoy sweeping panoramic views of big cities and small towns while learning about Maryland's maritime and industrial history
- Explore the rivers, inlets, and waterways that make up the Chesapeake Bay watershed and glimpse several of the monuments, battlefields, and railways that can be found throughout the state

Enrichment Experiences

Enrichment Experiences are small group, classroom-style programs designed to enhance our field trips by offering in-depth content and more hands-on examples of learning by doing. Advance registration is required. Programs available on the half hour from 10:30am to 1:30pm. See pricing info on page 4.

Circuit Solutions
Grades: 3 - 5, 6 - 8
Capacity: 30 students
Length: 45 minutes
NGSS: 4-PS3-2, 3, 4; 4-ESS3-1; MS-PS2-2
Students will:
- Assemble a working simple circuit
- Test insulators and conductors to learn about the transfer of energy (grades 3 - 5)
- Experiment with polarity and create a parallel circuit to study the strength of electric forces (grades 6 - 8)

DNA Discovery
Grades: 4 - 8
Capacity: 30 students
Length: 45 minutes
NGSS: MS-LS1-1, 2; MS-LS3-1, 2
Students will:
- Observe and analyze their personal genetic traits
- Translate genetic code into traits to make a unique creature
- Extract plant DNA to see what it looks like up close and in person

Engineered by Design
Grades: 3 - 8
Capacity: 30 students
Length: 45 minutes
NGSS: 3-5-ETS1-1, 2, 3; MS-ETS1-1, 3, 4
Students will:
- Explore the engineering design process (imagine, plan, create, test, improve)
- Use this process to produce a solution for a given task

Radical Reactions
Grades: 1 - 2
Capacity: 30 students
Length: 45 minutes
NGSS: 2-PS1-1, 2, 4
Students will:
- Use real science tools to run experiments
- Learn the science behind various chemical reactions
- Explore simple chemistry

SciLab Enrichment Experience
Grades: 3 - 12
Capacity: 30 students
Length: 45 minutes
NGSS: 5-PS1-3, 4; MS-PS1-1, 2; MS-LS1-2; HS-LS1-1
Students will:
- Gain knowledge and experience using laboratory equipment
- Follow lab procedures and protocols while observing chemical and biological phenomena
- Work in groups of six scientists and rotate through self-guided experiment stations

Soap Bubble Math
Grades: 2 - 3
Capacity: 30 students
Length: 45 minutes
NGSS: 1-PS4-1, 2; 3-5-ETS1-1, 2
Students will:
- Answer a real world problem using math
- Gather and share data through group participation
- Design a question and procedure, guided by standards, to determine measurable information about soap bubbles

Sudsy Science
Grades: K - 1
Capacity: 30 students
Length: 45 minutes
NGSS: K-2-ETS1-1
Students will:
- Experiment with various bubble wands and predict bubble shapes
- Combine materials to make a better bubble solution
- Use the scientific process to run experiments to prove or disprove predictions

Synthetic Biology
Grades: 9 - 12
Capacity: 30 students
Length: 45 minutes
NGSS: HS-LS1-1; HS-LS3-1
Students will:
- Survey ways that humans alter DNA to benefit themselves
- Explore the intersection of technology and society
- Discuss ethical issues related to engineered organisms

Storybook Builders
(New this year!)
Grades: PreK3 - 1
Capacity: 30 students
Length: 45 minutes
NGSS: K-2-ETS1-1, 2, 3
Students will:
- Participate in engineering activities inspired by classic fairy tale stories
- Act as the heroes of the story to overcome problems by engineering solutions
- Approach problem-solving using the engineering design process

What are the Odds?
(New this year!)
Grades: 6 - 8, 9 - 12
Capacity: 30 students
Length: 45 minutes
Students will:
- Collect data to answer statistical questions generated by toys and games
- Compare probabilities from a model to observed frequencies
- Describe data distribution and make decisions based on calculated probability

What is That?
Grades: 6 - 12
Capacity: 30 students
Length: 45 minutes
NGSS: 3-5-ETS1-1, 2, 3; MS-ETS1-1, 2, 3, 4
Students will:
- Use the scientific process to investigate mystery boxes
- Make hypotheses based on sensory perceptions and memories
- Defend their hypothesis using empirical evidence

Wind and Waves
Grades: 2 - 5, 6 - 8
Capacity: 30 students
Length: 45 minutes
NGSS: 4-PS3-2, 3; 4-ESS3-1; 3-5-ETS1-1, 2, 3; MS-PS3-2, 3, 5; MS-ETS1-1, 2
Students will:
- Determine what energy sources are derived from renewable and non-renewable resources and how their use affects the environment
- Create a model of an offshore wind and wave energy farm to maximize energy output then optimize your solution to tackle multiple challenges
- Create an efficient, cost effective design within a defined set of parameters (grade 6 - 8)

Ziplock Chemistry
Grades: 3 - 8
Capacity: 30 students
Length: 45 minutes
NGSS: 5-PS1-1, 4; MS-PS1-3, 4
Students will:
- Conduct chemical reaction experiments
- Uncover how matter and energy are transformed
- Determine which chemicals are responsible for an exothermic reaction

Planetarium

Planetarium programs for school groups are by advanced reservation only. Programs are available at 10:30am and 11:30am. January through June additional programs are available at 1:30pm as noted.

Live Programs

Beyond Your Backyard Sky
Grades: 6 - 12
Capacity: 140
Length: 45 minutes
NGSS: MS-ESS1-1, 2, 3; HS-ESS1-4
- Explore the current sky and compare observations of stars and planets
- Launch from a backyard view of the sky into space and through the solar system and Milky Way galaxy
- See how the stars and planets of the nighttime sky fit into the universe as a whole

Cruise the Cosmos
Grades: 6 - 12
Capacity: 100
Length: 35 minutes
NGSS: MS-ESS1-1, 2, 3; HS-ESS1-2, 4
This program is only available at 1:30pm
- Fly through the solar system and beyond the galaxy to explore the universe
- See how the stars and planets in the night sky fit into our universe

Exploring Planets
Grades: 3 - 5
Capacity: 140
Length: 45 minutes
NGSS: 4-PS4-1, 3; 5-ESS1-1, 2
- Fly through the solar system to investigate features of planets and dwarf planets
- Explore characteristics of a planet
- Learn about current space missions

Hidden Life of Stars
(New this year!)
Grades: 5 - 12
Capacity: 140
Length: 45 minutes
NGSS: 5-ESS1-1; MS-PS2-2, 4; MS-ESS1-2
- Explore the top questions people have about stars
- Learn about star life cycles, what makes a star a star, and how many stars there are
- Find out how the Sun compares to the other stars in the universe

Seasons in the Sky
Grades: 5 - 7
Capacity: 140
Length: 45 minutes
NGSS: 5-ESS1-1, 2; MS-ESS1-1, 2, 3; MS-PS4-2
This program is also available at 1:30pm
- Tour seasonal constellations of the night sky
- Explore reasons for the seasons
- Learn how to use a starmap for backyard stargazing

Shapes in the Sky
Grades: K - 2
Capacity: 140
Length: 35 minutes
NGSS: 1-ESS1-1, 2
- Look for familiar shapes among the stars in the sky
- Imagine and create personal star patterns
- Observe patterns of the motion of stars and the Moon

Stories in the Stars
Grades: 3 - 8
Capacity: 140
Length: 45 minutes
NGSS: 5-ESS1-2; MS-ESS1-1
- See how different or similar the night sky looks in a tour around the world
- Find out how people from all around the world look up at the same stars and see different pictures

The Sky Tonight
Grades: 3 - 5
Capacity: 140
Length: 45 minutes
NGSS: 4-PS4-2; 5-ESS1-2
This program is also available at 1:30pm
- Observe current objects in the night sky
- Find and identify stars, planets, and phases of the Moon
- Learn how to use a starmap for backyard stargazing

Recorded Programs

Cosmic Colors
Grades: 4 - 12
Capacity: 140
Length: 35 minutes
NGSS: 4-PS3-2, 3; 4-PS4-1, 2; 4-LS1-2; MS-PS4-1, 2, 3; HS-PS4-1, 2, 3; HS-ESS1-3
- View the human eye up close and discover what structures allow us to see the visible light spectrum
- Discover the many reasons for color to find out why the sky is blue and why Mars is red
- Explore the invisible side of the electromagnetic spectrum and see how different wavelengths can be used in everyday life

Colors of the Solar System
Grades: PreK4 - 2
Capacity: 140
Length: 15 minutes
NGSS: 2-ESS1-1
- Tour our solar system through crayon likenesses of the Sun, Moon, and planets
- Explore the solar system's primary members and what makes them special
- Make comparisons to different places in our solar system

Forward to the Moon
Grades: 3 - 12
Capacity: 140
Length: 35 minutes
NGSS: 3-5-ETS1-1, 2, 3; MS-ETS1-1, 2, 3, 4; HS-ETS1-1, 2, 4
- Learn about NASA's 21st century Artemis program
- Discover how we are planning toward a sustainable future in space
- Follow the exciting next step in our mission to explore the universe

One World One Sky: Big Bird's Adventure
Grades: PreK4 - 2
Capacity: 140
Length: 35 minutes
NGSS: K-PS3-1, 2; 1-ESS1-1
- Enjoy an introduction to planetarium viewing for early learners
- Follow Sesame Street's Big Bird and Elmo as they explore the night sky
- Take an imaginary trip to the Moon with Elmo and Hu Hu Zhu, a Muppet from the Chinese co-production of Sesame Street

Solar System Odyssey
Grades: 3 - 7
Capacity: 140
Length: 35 minutes
NGSS: 3-LS4-4; MS-ESS1-2, 3
- Go on a futuristic journey through the solar system
- Set out on a mission to discover a new home to colonize
- Learn what makes a world an ideal habitat for life and what it would take for humans to live there

To Space and Back
Grades: 4 - 12
Capacity: 140
Length: 35 minutes
NGSS: 4-PS4-2; 4-ESS3-2; 5-ESS1-1; 5-ESS2-1; 5-ESS3-1; 5-PS2-1; MS-PS4-2, 3; MS-LS1-3, 8; MS-ESS1-2; MS-ESS3-2, 3; HS-PS4-2, 5; HS-ESS1-2, 4
- Find the value of human ingenuity and engineering through technologies that influence everyday life
- Realize how we benefit from technology developed for space
- Discover what we owe to human curiosity and the spirit of discovery

Unveiling the Invisible Universe
Grades: 6 - 12
Capacity: 140
Length: 35 minutes
NGSS: MS-PS4-1, 2, 3; HS-PS4-1, 2, 3; HS-ESS1-3
- Discover the invisible side of the electromagnetic spectrum
- Learn about the technologies that astronomers use to investigate cosmic phenomena

We Are Aliens
Grades: 4 - 12
Capacity: 140
Length: 35 minutes
NGSS: 4-PS4-1; 5-PS3-1; 5-ESS2-1; MS-PS2-4; MS-LS4-2
- Explore how the understanding of life on Earth guides the search for alien life elsewhere in the universe
- See how astronomers detect planets around other stars and how to identify which might be habitable
- Consider how different science disciplines work together to answer the question "Are we alone in the universe?"

Traveling Science Program

Activity Pricing

Assembly Programs	30 or 45 minutes each Maximum 2 per day	250 participants $625 1 presentation	250 to 500 participants $1150 2 presentations, same title	250 to 500 participants $1250 2 presentations, different titles
Classroom Programs	45 minutes each 2 program minimum, maximum 4 per day	Up to 60 participants $475 2 presentations	60 to 90 participants $675 3 presentations	91 to 120 participants $875 4 presentations

$250 overnight fee may be charged for travel to a location more than 2.5 hours away.
* Evening Assembly and Classroom Programs available for your family engagment events.

Assembly Programs

30-minute versions of assembly programs available to suit your schedule!

Let's Science That!
Grades: 1 - 5
Capacity: 250 students
Length: 30 or 45 minutes
NGSS: 1-PS4-3; 5-PS1-3, 4
** Requires the ability to turn the overhead lights off for part of the program*
Students will:
- Learn about the scientific process through physical and chemical changes
- Experience light reflection, light absorption, and shadow creation
- Observe the formation of new substances as a result of chemical reactions

What's the Matter
Grades: K - 5
Capacity: 250 students
Length: 45 minutes
NGSS: 2-PS1-1, 2; 5-PS1-1, 4
Students will:
- Describe different states of matter with models and demonstrations
- Observe the properties of various materials and predict their uses
- Identify evidence of chemical changes as substances combine and transform

Classroom Programs

Beyond Building
Grades: 3 - 5
Capacity: 30 students
Length: 45 minutes
NGSS: 3-5-ETS1-1, 3
Students will:
- Participate in hands-on activities while engaging in the engineering design process
- Use engineering skills to create circuits and program robots
- Identify branches of engineering that are involved in creating real-world objects that are used everyday

Diggin' Dinos
Grades: PreK3 - K
Capacity: 30 students
Length: 45 minutes
NGSS: K-LS1-1
Students will:
- Uncover dinosaur bones found in model fossil pits
- Use a microscope to compare fossilized versus non-fossilized material
- Learn about prehistoric plants and animals

Fairy Tale Engineering
Grades: PreK3 - PreK4, K - 2
Capacity: 30 students
Length: 45 minutes
NGSS: K-PS2-1; K-2-ETS1-1
Students will:
- Participate in engineering activities inspired by classic fairy tale stories
- Act as the heroes of a story to overcome problems by engineering solutions
- Utilize the engineering design process

Solid Liquid Slime
Grades: 1 - 5
Capacity: 30 students
Length: 45 minutes
NGSS: 2-PS1-1; 5-PS1-3
Students will:
- Examine the differences between solids and liquids
- Prepare samples of chemical slime
- Conduct an investigation to explore the properties of slime

Family Science Night & Family Engineering Night

Bring the Maryland Science Center to your school for an evening devoted to family fun, community-building, and learning. Family Science Night is a two-hour program designed to engage students and their families in STEM activities. Family Engineering Night is available for an evening focused exclusively on design challenges and engineering concepts.

Your reservation includes: five hands-on science or engineering activities, five Maryland Science Center staff members (one for each activity), a promotional flyer, activity passport for students and twelve Maryland Science Center visitor vouchers for prizes. The fee for either a science or engineering night is $2,150. Pricing is based on schools within an hour of Baltimore City. An additional fee of $250 may apply for schools more than 1 hour from the Maryland Science Center.

For more information, to learn how activities align with Next Generation Science Standards, and to begin your reservation, call 410-545-5968 or email famscinight@mdsci.org.

Activity Pricing

** Title 1 Parental Involvement Funding price available upon booking*

Family Science Night or Family Engineering Night (5 activities)	$2,150	Maximum 350 guests
Combination of FSN & FEN Activities (8 activities)	$3,150	Maximum 500 guests
FSN Activities & FEN Activities (10 activities total)	$3,650	Maximum 700 guests

Virtual Planetarium Programs for School Groups

In-classroom programs delivered through the web. Turnkey science block content.

Exploring Planets

Grades: 3 - 5
Capacity: 30 students
Length: 45 minutes
NGSS: 4-PS4-1, 3; 5-ESS1-1, 2

- Fly through the solar system to investigate features of planets and dwarf planets
- Explore characteristics of a planet
- Learn about current space missions

Shapes in the Sky

Grades: K - 2
Capacity: 30 students
Length: 35 minutes
NGSS: 1-ESS1-1, 2

- Look for familiar shapes among the stars in the sky
- Imagine and create personal star patterns
- Observe patterns of the motion of stars and the Moon

The Sky Tonight

Grades: 3 - 5
Capacity: 30 students
Length: 45 minutes
NGSS: 4-PS4-2; 5-ESS1-2

- Observe current objects in the night sky
- Find and identify stars, planets, and phases of the Moon
- Learn how to use a starmap for backyard stargazing

Pricing and Availability

Planetarium Programs	Fridays 12:30pm, 1:30pm, 2:30pm, 3:00pm	$225

All planetarium programs are presented live via Zoom. Alternate platforms may be available. Payment is due one week in advance.

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The Maryland Science Center is a 501(c)(3) non-profit organization.