



MARYLAND
SCIENCE
CENTER

Opportunities

The Maryland Science Center's
Educational Programs Guide

2026 – 2027

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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 additional 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 when making a 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 Executive's Community Partnership Grant Program, Delaplaine Foundation, The John J. Leidy Foundation, Goldsmith Family Foundation, and our generous donors. We also thank the Citizens of Baltimore County & the Baltimore County Commission on Arts and Sciences and the Howard County Arts Council & the Howard County Government for their operating support which provides critical support for all our programming.

Important Policies to Know

- Groups of students are not permitted to visit MSC without an adult chaperone. MSC requires 1 adult chaperone for every 10 students.
- Chaperones are required to remain with their students at all times.
- 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 when making a 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. Check our website and social media 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 Day – December 8, 2026

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 offer a special sensory friendly day. This day will have limited reservations, sensory-friendly map guides, no overhead announcements, and additional signage on loud or surprising experiences that let guests know what to expect.



Maryland School Groups Only**^

	Students	Teachers	Chaperones
Basic Admission	FREE	FREE	FREE
Enrichment Experiences	\$10.00	FREE	FREE
Digital Planetarium	\$9.00	\$9.00	\$9.00
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
Digital Planetarium	\$9.00	\$9.00	\$9.00
IMAX Theater	\$9.00	\$9.00	\$9.00
Kids Room	\$5.00	FREE	FREE

* Prices valid weekdays only, October 6th - June 11th (excluding major holidays)

^ Enrichment experience and planetarium pricing are based on groups of 10 or more students. Smaller groups can be accommodated with a minimum fee of \$100.

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 our exhibits and NGSS, MD Early Learning Standards, and MD College & Career Ready Math Standards, as well as a scavenger hunt to use during your visit, can be found on our website. Visit www.mdsci.org/field-trips to view and download these 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 2027

Theme: Physical Science

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



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



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, experiment with cause and effect, and discover the forces of gravity and magnetism. Visitors from birth to 24 months of age can also explore Room to Grow, a special sensory-rich zone that is scaled appropriately to infant and toddler development. 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. 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 and 2nd grades). Please note there is an additional charge for this exhibit. See page 4.

Capacity: 50 students | Time: 50 minutes



Design Build Test: A Kids Room Experience

(New this year!)

Explore the design process in our newest exhibit intended for early learners from two to eight years of age. Experiment with gears, construct tall towers, and examine plans and drawings. Let your imagination take the lead as you design and build using a rotating collection of materials. To ensure an age-appropriate experience, capacity is monitored and limited.

Design Build Test is presented by International Brotherhood of Electrical Workers (IBEW) Local 24



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.

Demo Stage is presented by Calvert Hall



CALVERT HALL

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



Core Exhibits, Continued

Physics and Phenomena

Make

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



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



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.



Space and Aerospace Science

Harvey M. Meyerhoff

Digital 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

Space is MSC's 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

**NORTHROP
GRUMMAN**



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

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

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 nebulae, 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



**Add IMAX to
your field trip!**

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

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

Penguins: A Love Tale *(New this year!)*

Grades: 3 - 12

Capacity: 330

Length: 45 minutes

NGSS: 3-LS2-1; 3-LS4-3, 4; 4-LS1-1; MS-LS1-4; MS-LS2-2; HS-LS4-5

- Learn about two species of penguins from colonies in Africa and Australia
- From hatchling to adult, follow along as these penguins learn about their surroundings
- Watch as a rescued penguin chick is rehabilitated and released back into the wild

Wingsuit Flyers *(New this year!)*

Grades: 3 - 12

Capacity: 330

Length: 45 minutes

NGSS: 3-PS2-1; MS-PS2-1, 2; MS-ETS1-3, 4; HS-ETS1-4

- Learn about aerodynamics and the principles of flight
- Fly through the air with some of the top wingsuit flyers in the world
- Discover how science, technology, engineering, and mathematics come together to allow humans to take flight



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)

Data Detectives

Grades: 6 - 8, 9 - 12

Capacity: 30 students

Length: 45 minutes

NGSS: MS-LS2-1, 2, 4, 5; MS-LS4-4; MS-ESS3-2, 3, 4; MS-ETS1-2, 3; HS-LS2-1, 2, 6, 7; HS-LS4-4, 6; HS-ETS1-2, 3

Students will:

- Explore different methods of data visualization and go on a data scavenger hunt
- Learn how to interpret and analyze data to draw conclusions

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

Owl Pellet Dissection*

Grades: 3 - 5

Capacity: 30 students

Length: 45 minutes

NGSS: 3-LS1, 3, 4; 4-LS1; 5-LS1

Students will:

- Learn about birds of prey and what they eat
- Use tools to dissect owl pellets
- Create a food web based on the findings

*This class has an additional lab fee of \$3 per student.

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

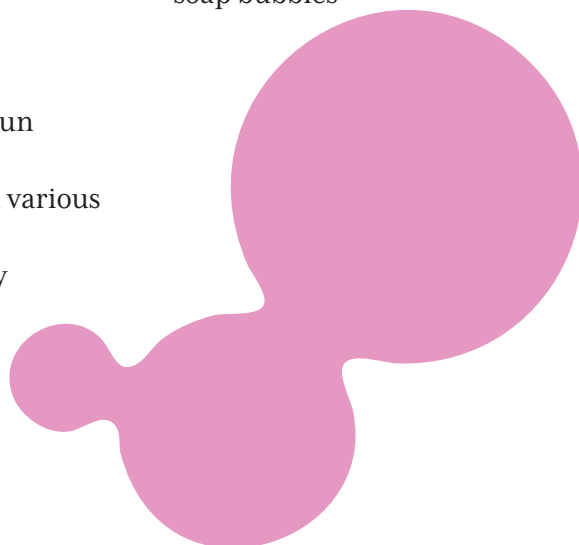
Capacity: 30 students

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

Storybook Builders

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?

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: MS-ETS1-1, 2, 3, 4;

HS-ETS 1-1, 2, 3

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; 3-5-ETS1-2

Students will:

- Conduct chemical reaction experiments
- Uncover how matter and energy are transformed
- Determine which chemicals are responsible for an exothermic reaction



Harvey M. Meyerhoff Digital 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

Cosmic Cruise

Grades: 6 - 12

Capacity: 140

Length: 45 minutes

NGSS: MS-ESS1-1, 2, 3; HS-ESS1-2, 4

- 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

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

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



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



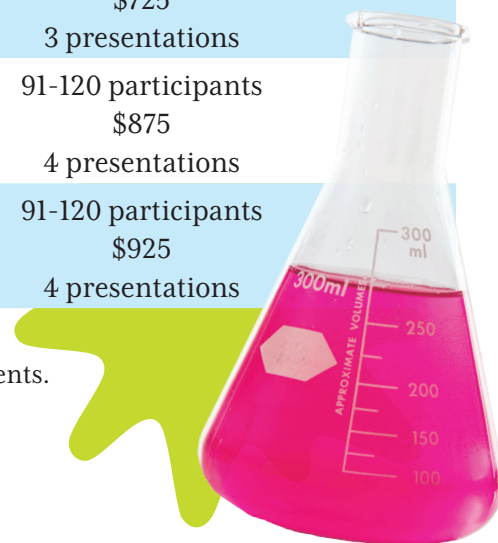
Traveling Science Program

Activity Pricing

	Assembly Programs 30 or 45 minutes Maximum 2 per day	Classroom Programs 45 minutes 2 program minimum, maximum 4 per day
October - December 2026	250 participants \$625 1 presentation	Up to 60 participants \$475 2 presentations
January - June 2027	250 participants \$675 1 presentation	Up to 60 participants \$525 2 presentations
October - December 2026	250 - 500 participants \$1,150 2 presentations, same title	61-90 participants \$675 3 presentations
January - June 2027	250 - 500 participants \$1,200 2 presentations, same title	61-90 participants \$725 3 presentations
October - December 2026	250 - 500 participants \$1,250 2 presentations, different titles	91-120 participants \$875 4 presentations
January - June 2027	250 - 500 participants \$1,300 2 presentations, different titles	91-120 participants \$925 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 engagement events.



Assembly Programs

Let's Science That!

Grades: PreK4-K, 1 - 8

Capacity: 250 students

Length: 30 minutes (PreK4-K) or 45 minutes (1 - 8)

NGSS: 1-PS4-3; 5-PS1-3, 4

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: PreK4-K, 1 - 8

Capacity: 250 students

Length: 30 minutes (PreK4-K) or 45 minutes (1 - 8)

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

Science Unscripted

Grades: PreK4-K, 1 - 8

Capacity: 250 students

Length: 30 minutes (PreK4-K) or 45 minutes (1 - 8)

NGSS: 3-PS2-3, 4; 4-PS3-2; 5-PS1-4

Students will:

- Select science topics by drawing cards to compose a unique science show
- Experience a wide range of demonstrations, from combustion and color changing chemistry, to electricity and engineering challenges

Classroom Programs

Beyond Building

Grades: 3 - 5

Capacity: 30 students

Length: 45 minutes

NGSS: 4-PS3, 2

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

Circuit Matters

Grades: 3 - 5, 6 - 8

Capacity: 30 students

Length: 45 minutes

NGSS: 4-PS3-2, 3, 4; 4-ESS3-1; MSPS2-2

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)

Diggin' Dinos

Grades: PreK3 - PreK4, K - 1

Capacity: 20 students

Length: 45 minutes

NGSS: K-LS1-1; K-ESS2-2; 1-LS1-1

Students will:

- Uncover dinosaur bones found in model fossil pits
- Use a microscope and hand lenses to make observations about different kinds of fossils
- Learn about prehistoric plants and animals

Engineering in Action

Grades: 6 - 8

Capacity: 30 students

Length: 45 minutes

NGSS: 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



Fairy Tale Engineering

Grades: PreK3 - PreK4, K - 2

Capacity: 20 students (PreK3 - PreK4) or 30 students (K - 2)

Length: 30 minutes (PreK3 - PreK4) or 45 minutes (K - 2)

NGSS: 2-PS1-2, K-2-ETS1-3

Students will:

- Learn about material properties and why engineers choose different building materials for different jobs
- Participate in three engineering activities inspired by classic fairy tale stores
- 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

Consensus Through Evidence: Mystery Box Investigation

Grades: 6 - 12

Capacity: 30 students

Length: 45 minutes

NGSS: 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



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) Maximum 300 guests	Combination of FSN & FEN Activities (8 activities) Maximum 500 guests	FSN Activities & FEN Activities (10 activities total) Maximum 700 guests
October - December 2026	\$2,150	\$3,150	\$3,650
January - June 2027	\$2,200	\$3,200	\$3,700
Title 1	\$1,500	\$2,500	\$3,000



Virtual Planetarium Programs for School Groups

In-classroom programs delivered through the web.

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





601 Light Street at Baltimore's Inner Harbor | www.mdsci.org

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