



ORLANDO
SCIENCE
CENTER

2025-2026



FIELD TRIP GUIDE





FIELD TRIP GUIDE

August 2025 - July 2026

PRICING

Groups receive one free Chaperone for every 10 paying students AND free admission for the Lead Teacher.

STANDARD FIELD TRIP

Includes: Standard Discovery Lab*, exhibit(s), show, and lunch time

- Student.....\$19
- Adult.....\$19
- August or September Student.....\$18
- August or September Adult.....\$18

*Discovery Labs are only available on school days and have limited capacities.



SPECIALTY LAB FIELD TRIP

Includes: Specialty Discovery Lab, exhibit(s), show and lunch time

- Student.....\$24
- Adult.....\$24

*Discovery Labs are only available on school days and have limited capacities.

SPECIALTY LAB TOPICS

Pre-K and Kindergarten	Grades 1-2	Grades 3-5	Grades 6-12
Little Engineers	States of Matter	Roller Coaster Physics	Lasers Engage
Bold Bodies	Trampoline Engineering	Hurricane Hazards	OSCSI
		Trampoline Engineering	Weather Balloon Engineering
			Flight Lab

OBSERVATORY EXPERIENCE

(Only available on school days. Subject to change based on weather.)

Includes: Standard Field Trip plus Observatory Experience

- Student.....\$24
- Adult.....\$24



FIELD TRIP ADD-ONS

- Extended Day (over 4 hours).....\$4 person
- 4Roots Café Sandwich Meal.....\$9.50 person

CELEBRATE SCIENCE NIGHT

Reserve the entire Science Center for your event! This event includes access to exhibits, shows and the observatory.

- Event\$4,700



RESERVATIONS and PAYMENT

For Field Trip bookings, please fill out the reservation form at https://bit.ly/OSC_SFT_Reservations. If you have any questions about the reservations process, a Reservationist will be happy to assist you at 407.514.2112 or classes@osc.org.

IMPORTANT: *The reservation request form does not guarantee a reservation. A reservation has not been booked until you receive a confirmation letter and make your deposit. A minimum group of 15 paid participants is required to receive the Field Trip rates.*

SCHEDULING

- Field Trip schedules are subject to change. Requests to change your schedule may not be able to be accommodated based on availability.
- Not all Field Trip attendees may be able to attend all of the exact same activities.

PAYMENTS

- Full payment is due upon arrival at Orlando Science Center.
- Payments can be made with check, credit card or purchase order made payable to Orlando Science Center.
- The balance must be completed as one payment.

DEPOSIT POLICY

- A 20% non-refundable deposit is due **within two weeks of booking**.
- If your deposit is not received at that time, your reservation will be cancelled.
- If you are booking a trip within two weeks, the entire amount is due at the time of booking.

FINAL FIELD TRIP DEADLINE

- The Field Trip Deadline for attendance is two weeks before your Field Trip date.
- Your final invoice will be issued on the Field Trip Deadline date, based on your final attendance.
 - **Increases in attendance** requested after the final deadline **may not be accommodated**.
 - **Decreases in attendance** after this date **will not be refunded** but will be issued as **vouchers** instead.

REFUND & CANCELLATION POLICY

- All cancellations made two weeks or more from the scheduled Field Trip date will receive a refund of collected monies minus the non-refundable deposit amount.
- **Final attendance is due two weeks before your Field Trip. After that time, you will be responsible for paying your balance (this includes cancellations and no-shows.**

MEMBERSHIP POLICY

*Chaperones with a valid Orlando Science Center membership can apply their membership toward Field Trip admission. A membership card and photo ID are required at Field Trip check-in. **The membership cannot be applied toward student Field Trip admission (students have access to additional programming not included in a membership).***



DISCOVERY LABS

Our Educator-led Discovery Labs offer students an opportunity to learn through inquiry-based activities. Discovery Labs have been carefully designed to meet all applicable Florida State Standards. Field Trip groups will be divided as necessary to fit into Discovery Lab spaces (*max 32 students per class*).

Standard Discovery Labs are included in most Field Trips.

Specialty Discovery Labs enhance your experience by providing a special lab tailored to a specific science topic. You can choose a Specialty Discovery Lab for an additional fee.

STANDARD DISCOVERY LABS

Superworm Science

Using the scientific inquiry process, students will collaborate to design and implement an experiment to determine which physical properties superworms prefer in their food. Students will learn about the life cycle of a superworm, investigate their behavior and preferences, and compile collected data.

Survival STEM

Students embark on an Engineering Design Challenge to learn how people use electricity and measurement in their everyday lives. Students will solve real-world problems like civil and electrical engineers by designing circuits and shelters.



SPECIALTY DISCOVERY LABS

Preschool & Kindergarten

Little Engineers

Children will learn about Engineers and the Engineering Design Process through exploring the story 'Anything Is Possible' by Giulia Belloni and creating a solution to the storybook problem on their own in small teams.

Big Idea 1: The Practice of Science; Big Idea 5: Earth in Space and Time; Big Idea 8: Properties of Matter; Big Idea 9: Changes in Matter; Big Idea 12: Motion of Objects;; Computer Practices and Programming Standard 1: Data analysis; Computer Science Standard 1: Communication and Collaboration

Bold Bodies

Students will learn about the human body and what makes the parts of the body unique. Explore your sense of smell and learn about structures that make your body bend.

Big Idea 1: The Practice of Science; Big Idea 8: Properties of Matter; Big Idea 14: Organization and Development of Living Organisms



SPECIALTY DISCOVERY LABS GRADES 1 – 2

Trampoline Engineering

Learn to think like an engineer and use your knowledge of math and science to reach a goal. Using the Engineering Design Process, you will collaborate to design and create a trampoline bed that will allow a ball to bounce at least 50 cm high!

Big Idea 1: The Practice of Science; Big Idea 3: The Role of Theories, Laws, Hypotheses; Big Idea 5: Earth in Space and Time; Big Idea 8: Properties of Matter; Big Idea 10: Forms of Energy; Big Idea 11: Energy Transfer and Transformations; Big Idea 12: Motion of Objects

States of Matter

Students will explore the three states of matter, investigate physical properties, and experiment with liquids. Students will also engineer a sail for a car and explore the excitement of magnetic forces!

Big Idea 1: The Practice of Science; Big Idea 8: Properties of Matter; Big Idea 12: Motion of Objects; Big Idea 13: Forces and Changes in Motion

GRADES 3 – 5

Roller Coaster Physics

Students will demonstrate how the forces of inertia, gravity, and friction affect motion while building a roller coaster model. Trace the flow of energy as it converts from potential to kinetic along the coaster track.

Big Idea 1: The Practice of Science; Big Idea 3: The Role of Theories, Laws, Hypotheses, and Models; Big Idea 5: Earth in Space and Time; Big Idea 10: Forms of Energy; Big Idea 11: Energy Transfer and Transformation; Big Idea 12: Motion of Objects; Big Idea 13: Forces and Changes in Motion

Hurricane Hazards

Students will learn how hurricanes use energy in the form of wind and water to change the surface of the Earth. Explore weathering and erosion caused by hurricanes to prepare for the increase of storms caused by climate change.

Big Idea 1: The Practice of Science; Big Idea 2: The Characteristics of Scientific Knowledge; Big Idea 3: The Role of Theories, Laws, Hypotheses; Big Idea 5: Earth in Space and Time; Big Idea 6: Earth Structures; Big Idea 7: Earth Systems and Patterns; Big Idea 10: Forms of Energy; Big Idea 11: Forms of Energy; Big Idea 17: Interdependence

Trampoline Engineering

Learn to think like an engineer and use your knowledge of math and science to reach a goal. Using the Engineering Design Process, you will collaborate to design and create a trampoline bed that will allow a ball to bounce at least 50 cm high!

Big Idea 1: The Practice of Science; Big Idea 3: The Role of Theories, Laws, Hypotheses; Big Idea 5: Earth in Space and Time; Big Idea 8: Properties of Matter; Big Idea 10: Forms of Energy; Big Idea 11: Energy Transfer and Transformations; Big Idea 12: Motion of Objects





SPECIALTY DISCOVERY LABS

GRADES 6 – 12

Flight Lab*

Take flight and embark on a mission to follow a flight plan and explore the forces of flight as students navigate an aircraft through a set of obstacles using advanced simulation technology.

Big Idea 13: Forces and Changes in Motion; Body of Knowledge: Computer Science – Communications Systems and Computing; Standard 1: Modeling and Simulations, Standard 2: Problem solving and Algorithms, Body of Knowledge: Physical Science



**Flight Lab has a limited capacity.*

OCSI

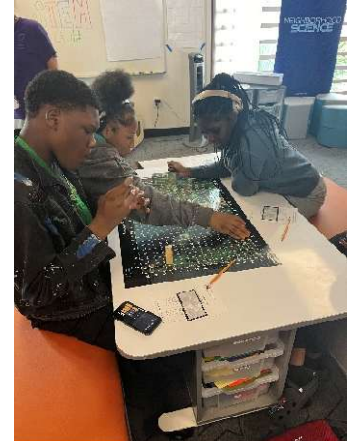
Students will become crime scene investigators and decipher evidence using forensic science. They will match ink samples with chromatography, identify mystery unknowns by their physical and chemical properties, and learn blood-typing techniques to find the criminal.

Big Idea 1: The Practice of Science; Big Idea 2: The Characteristics of Scientific Knowledge; Big Idea 8: Properties of Matter; Big Idea 9: Changes in Matter; Body of Knowledge: Nature of Science

Lasers Engage!

Design, create, and test a laser defense system to find a solution to a real-world problem. Students will work in teams to design a laser path within a budget. Science, Technology, Engineering, and Mathematics combine, changing the trajectory of students' futures to inspire interest in these fields!

Big Idea 1: The Practice of Science; Big Idea 4: Science and Society; Big Idea 10: Forms of Energy



Weather Balloon Engineering

Students will collect data and calculate the opposing forces of buoyancy and gravity. Using the Engineering Design Process, they will create a balanced attachment that will suspend a model weather balloon in midair.

Big Idea 1: The Practice of Science; Big Idea 3: The Role of Theories, Laws, Hypotheses, and Models; Big Idea 4: Science and Society; Big Idea 8: Properties of Matter; Big Idea 13: Forces and Changes in Motion; Body of Knowledge: Computer Science – Communication and Collaboration; Body of Knowledge: Earth and Space Science; Body of Knowledge: Nature of Science; Body of Knowledge: Physical Science



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OBSERVATORY EXPERIENCE (Recommended for Grades 1 – 12)

Peer through Florida’s largest publicly accessible refractor telescope! With the telescope’s solar filter, your students will be able to see and expand their knowledge far beyond the horizon. Observatory viewing is weather permitting. The Observatory Experience has limited availability.



Observatory Field Trip (per person)\$24

CELEBRATE SCIENCE NIGHT EVENT (All Ages)

Book the entire Science Center for your school or organization! Your school will have exclusive access to exhibit halls, Live Shows, and Observatory viewing (subject to change based on weather). This large-scale event is a great value for a school to invite all of their students, families and staff, up to 2,500 participants. (A minimum of one month advanced notice is required to book a Celebrate Science Night.)

Event Price\$4,700

OVERNIGHT ADVENTURE (Recommended for Grades 1 – 12)

Sleep over at the Science Center! Overnight Adventures are a great way for your students to learn while bonding with their peers. Enjoy Discovery Labs, shows, dinner and breakfast and best of all, sleep in one of our exhibit halls!

Event Price.....\$4,100

