STEM DISCOVERY CENTER

OFFSITE PROGRAMS
2024 – 2025

PROGRAM PRICING

Offsite Workshops
- One 60-Minute, Hands-on Lab $475
- Additional Labs* $125

**To be eligible for this pricing, workshops must be the same topic and held consecutively on the same day. Additional workshops that require additional OSC staff will be charged the $475 rate.*

Destination STEM Workshops
- 90-Minute, Hands-on Lab $550
- Four Labs $2,100

Family Science Night
- Primary Grades $625
- Secondary Grades $725

Enhance Your Program
Family Science Night & Workshops only
- Add Kaboom Live Show $175
- *5 stations* $110
- *Extra Presenter* $120

Kaboom
- 30-Minute Live Show $275
- *Two shows* $450
- *Each additional show (up to 5)* $100

Mobile Planetarium
- Two 30-Minute Presentations $490
- *Additional session (up to 4)* $100
- 60-Minute Event Booking $425
- *Each additional hour (up to 3)* $150

Drones
- Two 30-Min. Interactive Experiences $420
- *Additional session (up to 4)* $100
- *Each additional hour (up to 3)* $150

Science Festival
- Small Package $2,200
- Large Package $2,650

All Offsite programs are subject to a fee of $1.90 per mile, roundtrip.

ORLANDO SCIENCE CENTER
777 East Princeton Street, Orlando, FL 32803 • 407.514.2000 • osc.org

STEM DISCOVERY CENTER

OFFSITE PROGRAMS
2024 – 2025

TO MAKE A RESERVATION

Please fill out a reservation request form online at **osc.org/offsites.** If you have any questions about the reservations process, a Reservations Team member will be happy to assist you at **407.514.2112.**

IMPORTANT: ***The reservation request form does not guarantee a reservation. A reservation has not been made until you speak with a Reservations Team member and receive a confirmation letter.***

CHANGES TO YOUR RESERVATION

- If you need to change the date of your Offsite program, all changes must be made two weeks prior to the scheduled date of your trip.
- Changes requested within the two-week window might not be accommodated.

PAYMENTS

- Payments can be made with check, credit card or purchase order made payable to Orlando Science Center.
- Balance must be completed as one payment.

DEPOSIT POLICY

- A 20% non-refundable is required to book an Offsite program.
- The deposit must be received by Orlando Science Center's reservation department within two weeks of booking your reservation.
- If your deposit is not received at this time, your reservation is subject to cancellation.
- If you are booking a trip within two weeks, the entire amount is due at time of booking.

REFUND & CANCELLATION POLICY

- All cancellations made two weeks or more from scheduled field trip date will receive a refund of collected monies minus the non-refundable deposit amount.
- No-shows and cancellations made less than two weeks prior to the field trip date will forfeit their refund.

All Offsite programs are subject to a fee of $1.90 per mile, roundtrip.

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WORKSHOPS

Experiment, investigate & explore STEM topics in depth in a Workshop of your choice. Workshops are led by Orlando Science Center Educators. All workshops have been carefully designed to meet all applicable Florida State Standards.

The experience offers students an opportunity to implement skills being taught in the classroom through inquiry based hands-on 60-minute workshop. There is a maximum of 32 students per Workshop, so your group will be divided accordingly.

Please contact Reservations for further details at 407.514.2112 or *classes@osc.org*.

One 60-Minute, Hands-on Lab ……$475
Additional Labs* ……$125

**To be eligible for this pricing, workshops must be the same topic and held consecutively on the same day. Additional workshops that require additional OSC staff will be charged the $440 rate.*

PRE-K / VPK

Pre-K / VPK
Moving Machines
Children will investigate the six different types of simple machines that make work easier: lever, inclined plane, wheel and axle, screw, wedge, and pulley. They will also use teamwork to build a compound machine to meet a goal.
Florida Early Learning and Development Standards for Four-Year-Olds: I.D.1; I.D.2; II.A.1; II.B.1; II.D.1; III.A.b.1; III.A.b.3; IV.A.1.a; IV.A.2.a; IV.C.1.c ; IV.C.2.a; IV.C.2.b; IV.F.3.a; V.A.a.3.b; V.A.a.3.c; V.A.b.1.a; V.A.b.1.b; V.A.c.2.a; V.A.c.2.b; V.A.e.1.a; V.A.e.1.b; V.B.a.1; V.B.a.2; V.C.c.1

Little Engineers: Can We Fix It? Yes We Can!
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.
Florida Early Learning and Development Standards for Four-Year-Olds: I.B.c.2, II.B.1, II.C.1, II.D.1, III.C.2, IV.A.1.a, VI.A.3, VI.C.1.a, VI.C.1.b

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KINDERGARTEN

Little Engineers: Can We Fix It? Yes We Can!
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.
SC.K.N.1.1, SC.K2.CS-CP.1.1, SC.K2.CS-CP.1.2, SC.K2.CS-CP.1.3, SC.K2.CS-CC.1.3, SC.K2.CS-CC.1.4, MAFS.K.G.1.1, MAFS.K.G.1.2, MAFS.K.G.1.3, MAFS.K12.MP.1.1, MAFS.K.CC.3.6, LAFS.K.RI.1.2, LAFS.K.RI.1.1, LAFS.K.RI.1.3, LAFS.K.RI.3.7, LAFS.K.RI.4.10

Bee Robotics
Children will be introduced to the basics of computer science and programming with our robot friend, Blue-Bot. They will explore how robots use algorithms as a series of steps to reach a goal.
SC.K2.CS-CS.2.2, SC.K2.CS-PC.1.1, SC.K2.CS-PC.2.2, SC.K2.CS-CP.1.3, SC.K2. CS-CP.2.1, SC.K2.CS-CP.2.3, SC.K.N.1.5, SC.K.P.12.1, MAFS.K.G.1.1, SC.K2.CS-CS.2.2, SC.K2.CS-CS.2.3, SC.K2.CS-PC.2.2, SC.K2.CS-CP.1.3, SC.K2.CS-CP.2.1, SC.K2.CSCP.2.3, SC.K2.CS-CP.2.2, SC.K2.CS-CS.4.2, MAFS.K.G.1.1, SC.K2.CS-CS.2.2, SC.K2. CS-CS.2.4, SC.K2.CS-CS.2.3, SC.K2.CS-CP.1.3, SC.K2.CS-CP.2.2, SC.K2.CS-CS.2.5, MAFS.K.G.1.1, LAFS.K.RI.4.10, SC.K2.CS-CS.2.2, SC.K2.CS-CS.2.3, SC.K2.CS-CP.1.3, SC.K2.CS-CP.2.2, SC.K2.CS-CS.2.5, SC.K.N.1.5, MAFS.K.G.1.1, MAFS.K.CC.2.4, MAFS. K12.MP.1.1

GRADES 1 – 2

Forces of Nature
Our planet Earth is constantly changing as a result of the many forces of nature. You will discover how the Sun affects these forces. Delve into a vicious volcano, explore erosion and engineer wind-powered objects.
SC.1.N.1.1; SC.1.N.1.3; SC.1.N.1.4; SC.2.N.1.1; SC.1.E.5.2; SC.1.E.5.4; SC.1.E.6.1; SC.1.E.6.3; SC.2.E.6.1; SC.2.E.7.4; SC.2.E.7.5; SC.2.P.8.2; SC.2.P.10.1; SC.2.P.13.3; LAFS.1.SL.1.1; LAFS.1.SL.1.2; LAFS.1.SL.1.3; LAFS.1.W.3.8; LAFS.2.SL.1.1; LAFS.2.SL.1.2; LAFS.2.SL.1.3; LAFS.2.W.3.8

Superworm Science
Dive into life science by investigating superworm behavior through a science experiment. Using the scientific method, collaborate to design and implement an experiment to determine which physical properties superworms prefer in their food.
SC.1.L.14.1; SC.1.L.16.1; SC.1.L.17.1; SC.1.N.1.1; SC.1.N.1.2; SC.1.N.1.3; SC.1.N.1.4; SC.2.L.16.1; SC.2.L.17.1; SC.2.L.17.2; SC.2.N.1.1; SC.2.N.1.2; SC.2.N.1.3; SC.2.N.1.4; MAFS.1.MD.3.4; LAFS.1.SL.1.1; LAFS.1.SL.1.3; LAFS.1.W.3.8; LAFS.2.SL.1.1; LAFS.2.SL.1.3; LAFS.2.W.3.8

Bee Robotics
Enter the world of computer science and programming using our robot friend Blue-Bot. Follow Blue-Bot as they explore the lives of honeybees and how they communicate with each other.
SC.1.N.1.1; SC.1.N.1.3; SC.1.N.1.4; SC.2.N.1.1; SC.2.N.1.2; SC.2.N.1.3; SC.2.N.1.4; SC.2.N.1.5; SC.2.N.1.6; SC.1.P.12.1; SC.1.P.13.1; SC.2.P.13.1; SC.2.P.13.2; SC.2.P.13.4; SC.2.P.8.1; LAFS.1.SL.1.1; LAFS.1.SL.1.2; LAFS.1.SL.1.3; LAFS.1.W.3.8; LAFS.2.SL.1.1; LAFS.2.SL.1.2; LAFS.2.SL.1.3; LAFS.2.W.3.8; MAFS.1.MD.1.a; MAFS.2.MD.1.1

GRADES 1 – 2: *Continued*

Mighty Magnets
How can an object be pushed or pulled using magnetism? Will the force of a magnetic field extend through non-magnetic materials? Can the strength of magnetic forces be increased and decreased? Find out in this discovery lab challenge as students explore force and motion with magnets!
SC.1.N.1.1; SC.1.N.1.3; SC.1.N.1.4; SC.2.N.1.1; SC.2.N.1.2; SC.2.N.1.3; SC.2.N.1.4; SC.2.N.1.5; SC.2.N.1.6; SC.1.P.12.1; SC.1.P.13.1; SC.2.P.13.1; SC.2.P.13.2; SC.2.P.13.4; SC.2.P.8.1; LAFS.1.SL.1.1; LAFS.1.SL.1.2; LAFS.1.SL.1.3; LAFS.1.W.3.8; LAFS.2.SL.1.1; LAFS.2.SL.1.2; LAFS.2.SL.1.3; LAFS.2.W.3.8; MAFS.1.MD.1.A; MAFS.2.MD.1.1

GRADES 3 – 5

STEM-tastic
Shipwreck! Embark on an Engineering Design Challenge journey through engineering! Solve real-world problems by creating structures with Civil Engineering and experience Electrical Engineering by designing circuits.
SC.3.N.1.1; SC.3.N.1.2; SC.3.N.1.3; SC.3.N.1.4; SC.3.N.1.5; SC.3.N.1.6; SC.4.N.1.1; SC.4.N.1.2; SC.4.N.1.5; SC.4.N.1.8; SC.5.P.11.1; SC.5.P.11.2; SC.5.N.1.3; MAFS.3.MD.2.4; MAFS.4.MD.1.1; LAFS.3.SL.1.1; LAFS.3.SL.1.3; LAFS.3.SL.2.6; LAFS.4.SL.1.1; LAFS.5.SL.1.1

Exploring Mars
Become aerospace engineers as you design and create satellites that will orbit the planet Mars. Analyze simulated Mars soil samples as astrobiologists to determine which plants could grow on the Red Planet. Let's explore Mars together!
SC.3.E.5.2; SC.3.E.5.3; SC.4.E.5.4; SC.5.E.5.2; SC.5.E.5.3; SC.3.N.1.3; SC.3.N.1.4; SC.3.N.3.2; SC.4.N.1.5; SC.3.P.10.1; LAFS.3.SL.1.1; MAFS.K12.MP.1; MAFS.K12.MP.5; MAFS.3.MD.1.2; MAFS.5.MD.2.2

Vex Robotics: Detour Ahead
ROADS CLOSED! How do we navigate our way through a new route? Students will learn the basics of programming and apply their knowledge of maps and measurement while they explore alternate paths with a VEX Robot. Is your team up to this robot challenge?
SC.3.N.1.3; SC.3.N.1.4; SC.3.N.1.5; SC.3.N.1.6; SC.4.N.1.5; SC.4.N.1.6; SC.5.N.1.3; SC.35.CS-CC.1.3; SC.35.CS-CC.1.4; SC.35.CS-CC.1.5; SC.35.CS-CS.1.2; SC.35.CS-CS.2.1; SC.35.CS-CS.2.4; SC.35.CS-CS.2.6; SC.35.CS-CS.2.7; SC.35.CS-CS.2.8; SC.35.CS-CS.2.9; SC.35.CS-CS.6.2; SC.35.CS-CS.6.3; SC.35.CS-CP.2.2; SC.35.CS-CP.2.3; SC.35.CS-CP.2.4; SC.35.CS-CP.2.5; MAFS.4.MD.3.5; MAFS.4.MD.3.6; LAFS.3.SL.1.1; LAFS.3.SL.1.3; LAFS.3.SL.2.6; LAFS.4.SL.1.1; LAFS.5.SL.1.1

Roller Coaster Physics
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 track.
SC.3.P.10.2; SC.3.P.11.2; SC.3.E.5.5; SC.3.N.1.2; SC.3.N.1.3; SC.3.N.1.4; SC.3.N.1.5; SC.3.N.1.6; SC.3.N.3.2; SC.3.N.3.3; SC.4.P.10.1; SC.4.P.10.2; SC.4.P.12.2; SC.4.N.1.2; SC.4.N.1.5; SC.4.N.1.6; SC.4.N.1.8; SC.5.P.10.2; SC.5.P.13.1; SC.5.N.1.3; LAFS.3.SL.1.1; LAFS.3.SL.1.3; LAFS.3.SL.2.6; LAFS.4.SL.1.1; LAFS.5.SL.1.1; MAFS.3.MD.1; MAFS.4.MD.1

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GRADES 6 – 12

OSCSI

Become a crime scene investigator and decipher the evidence to discover the truth! Match ink samples with chromatography, identify mystery unknowns by their physical and chemical properties, learn blood-typing techniques, and create sketches of a suspect using facial composite computer software.

SC.6.N1.1; SC.6.N.1.4; SC.6.N.1.5; SC.7.N.1.1; SC.7.N.1.3; SC.7.N.1.5; SC.8.N.1.1; SC.8.N.1.3; SC.8.N.1.6; SC.8.N.4.1; SC.8.P.8.4; SC.8.P.8.8; LAFS.6.L.3.6; LAFS.6.RI.1.1; LAFS.6.RI.2.4; LAFS.6.RI.3.7; LAFS.6.W.1.1; LAFS.6.W.3.7; LAFS.6.SL.1.1; LAFS.6.SL.1.2; LAFS.7.L.3.6; LAFS.7.W.1.1; LAFS.7.W.3.7; LAFS.7.SL.1.1; LAFS.7.SL.1.2; LAFS.8.L.3.6; LAFS.8.SL.1.1; LAFS.8.W.1.1; LAFS.8.W.3.7; LAFS.68.RST.1.3; LAFS.68.RST.2.4; LAFS.68.WHST.1.1; LAFS.68.WHST.3.9; LPSS.68.LAW.02.01; LPSS.68.LAW.02.03; LPSS.68.LAW.02.05

Rise to the Challenge: Weather Balloon Engineering

Become an aerospace engineer by experiencing the battle between gravity and buoyancy! By collecting data and calculating the opposing forces, teams create a balanced attachment that will suspend a model weather balloon in the atmosphere. Can your team rise to the challenge?

SC.6.N.1.1, SC.6.N.1.4, SC.6.P.13.1, SC.6.P.13.2, SC.6.P.13.3, SC.7.N.1.1, SC.8.N.1.1, SC.8.P.8.2, SC.8.P.8.4, SC.8.N.1.5, SC.8.N.3.1, SC.68.CS-CC.1.2, SC.912.E.7.8, SC.912.E.6.6, SC.912.P.12.4, SC.912.N.1.7, SC.912.N.4.1, MAFS.7.EE.1.1, MAFS.7.EE.2.4, MAFS.912.N-Q.1.3, LACC.6.SL.1.3, LACC.6.SL.2.4, LACC.8.SL.2.4, LACC.68.RST.1.3

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DESTINATION STEM WORKSHOPS
GRADES 6 – 8

Destination STEM is a series of 90-minute hands-on workshops that introduce STEM disciplines and career paths, focusing on Engineering and Modeling/Simulation. Choose from these distinct 90-minute afterschool workshops:

Modeling & Simulation: *3D Printing*
Explore the basics of how computer models can be turned into real, tangible objects with a 3D Printer! Discover how scientists, engineers, and even doctors are using 3D printers in their fields.

Modeling & Simulation: *Roller Coasters*
Investigate energy transformations and discover careers in modeling and simulation while designing a fun and safe roller coaster.

Engineering: *Bridges*
Use the engineering design process to build a bridge that meets size specifications and holds weight. Will your bridge hold up under pressure?

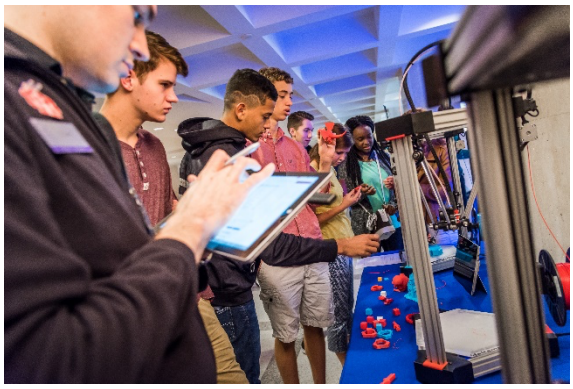
Engineering: *Egg Drop*
Scientists and engineers designed the Mars Rover to fall from the planet's orbit safely to its surface. Can you design and build a protection device for an egg that will survive a 10ft drop?

Photonics & Optics: *Lasers*
Design and build a laser path that hits two designated targets, incorporates a combination of mirrors and prisms, and creates the shortest path possible.

Robotics: *Programming*
Using VEX®IQ robots, work in teams to explore the basics of programming to solve real world problems by program a robotic are to safely dispose of bio hazardous materials.

Engineering: *Rise to the Challenge*
Explore the forces of buoyancy and gravity and complete and engineering challenge to design a counterweight that will allow the balloon to hover midway between the floor and ceiling.

Computer Science: *Drone Zone*
Explore the forces of flight while working in teams to program a drone to perform a search and rescue in our mobile drone cage. Hone your skills as a drone pilot as you take to the skies!



These workshops are designed to be booked either individually or as a series. Please call for availability.
Limit of 32 students per workshop

Individual workshop..... $550
Series of 4 workshops..... $2,100

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FAMILY SCIENCE NIGHTS *Up to 300 participants*

Get the entire family involved during a fun, educational hands-on science program! Family Science Nights engage students, families, and teachers in the process of scientific inquiry through hands-on activity based stations. This unique program is ideal for family nights, PTA programs, fundraisers, or community events.

- **Primary programs** include 90 minutes of hands-on science activities
- **Secondary programs** include 2 hours of hands-on science activities
- Supplies for 15 interactive stations
- Two trained OSC Educators to facilitate and assist volunteers for your event
- Cooperative learning opportunities among students, parents, and teachers
- Materials aligned to Florida State Standards
- Set-up and break-down assistance in your cafeteria, auditorium, or other large room
- Passport worksheets to encourage student participation
- Family-take home activities available at **osc.org/educators**
- A raffle prize of 4 Orlando Science Center General Admission tickets to one lucky participant! *(Passports used as drawing entries)*

TOPICS OPTIONS *5 sample stations*

PRIMARY (Pre-K – GRADE 5)
$625

Hands-On Science
(Pre-K)
- Invisible Ink
- Energized!
- Dropsondes
- Be an Engineer
- Under the Microscopes

Engineering
- Sail Cars
- Skyscrapers
- Roller Coaster Physics
- Ozobots
- Bernoulli's Jets

Physical Science
- Energy Stick
- Drum Acoustics
- Lasers
- POP Rockets
- Oobleck

Gross-Out
- Squiddin' Around
- Amazing Arachnids
- Scabs
- Poppin' Pustules
- The Xcrement Files

Bio-Adventures
- Heart Highways
- Bad to the Bone
- Plants Up Close
- Colorful Chlorophyll
- Mealworms

Earth/Space
- Planets
- Rockets
- 3D Constellations
- Martian Soil

STEM
- 5 Math Stations
- 5 Engineering Stations
- 5 Science Stations

of your choice: Physical Science, Bio-Adventures, Gross-Out, or Earth/Space

SECONDARY (GRADE 6-12)
$725

Engineering
- Programming with Makey Makey
- Coding with Ozobots
- Building Bridges
- Solar Powered Rides

Sci-Fi: Science in Films
- Electrifying Lightning
- Pyrotechnics
- Cymatics Soundtrack
- Wall-E

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KABOOM *(Grades K – 8)*

A show guaranteed to be a blast! The Kaboom show is all about the states of matter and physical and chemical change. This informative and exciting presentation shows children different states of matter and demonstrates the changes they can undergo. This show can be chosen as a single program or added as an upgrade to other programs.

Live Show
30 minutes
(max 5 shows)
$275 for one show
$450 for two shows
$100 for each additional show

Enhance Your Program

(FSN's & Workshops only)
Add a Kaboom show $175
Additional 5 stations $110
Additional Presenter $120

MOBILE PLANETARIUM* *(Grades K – 8)*

We will bring the Universe to your school with Orlando Science Center's Mobile Planetarium! Our Educators will bring the portable, inflatable dome to your location and use the digital projection system to take your students and guests on an immersive tour through space and time to view stars, constellations, planets, galaxies, and more!

Classroom Presentation
30 minutes
(minimum 2 sessions, max 6 sessions)
$490 for first two sessions
$100 for each additional session

Event Booking
By the hour
(max 4 hours)
$425 for first hour
$150 for each additional hour

DRONES *(Grades K – 12)*

Students will explore drone technology while they try to master flying these amazing machines in a drone cage! They will work together in groups of 2 and test their flight skills by taking turns flying their drones through a series of obstacles set-up in our mobile flight cage.

Interactive Experience
30 minutes
(minimum 2 sessions, max 6 sessions)
$420 for first two sessions
$100 for each additional session

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SCIENCE FESTIVAL

Can't decide which program to choose? Does it all just sound like too much fun to have to pick? Then why not bring the Orlando Science Center to your school for a Science Festival, which gives your students an entire day of everything our Offsite programming offers. By the end of the day, your students will feel more confident and excited about science.

SMALL PACKAGE

Accommodates up to 700 students - $2,200

- 2 Hands-On STEM Activities *(4 sessions of each)*
- 4 Session of a Live Experience (Drone Zone *or* Mobile Planetarium)
- 2 Kaboom Live Shows
- 1 Family Science Night

LARGE PACKAGE

Accommodates up to 1,275 students - $2,650

- 3 Hands-On STEM Activities *(4 sessions of each)*
- 4 Session of a Live Experience (Drone Zone *or* Mobile Planetarium)
- 2 Kaboom Live Shows
- 1 Family Science Night

STEM ACTIVITIES OPTIONS

Kindergarten – Grade 5

- **Blast Off:** Our Engineering Design Challenge where students can design, test, and improve their paper rockets and aim to make the farthest flying rocket the world has ever seen!
- **Superworms:** Follow the Scientific Method and come up with your own hypothesis about the preferences of our Superworms!
- **Egg Plop:** Become a materials engineer and follow the Engineering Design Process to help create a protective shield for a fragile egg.
- **Angry Birds:** Bring our life-size Angry Birds and equally life-size slingshot to learn about potential and kinetic energies.
- **Mission to Mars:** Embrace your inner space engineer and collect samples from a faraway planet using Ozobots.

Grades 6-8

- **Mars Lander:** Work with a budget and the Engineering Design Process to create a reusable rocket.
- **Life Science:** Discover the inner workings of the body and how humans and the rest of the natural world are more similar than we think!
- **Egg Drop:** Use the Engineering Design Process to create a prototype rover model to protect the egg once dropped from an elevated height.
- **Angle-y Birds:** Test out the effect of different projectiles and the angles being used on the pigs' tower to see which one makes the greatest impact!

Contact us today to book your Science Festival at 407.514.2112 or *classes@osc.org*

STEM DISCOVERY CENTER

OSC Elementary

Sample Schedule

Mobile Planetarium/Drones, Kaboom, and STEM Activities

9:30 AM - 2:30 PM

6 Educators

8:30 AM

OSC Staff Arrival and Set-Up

	Activity 1 Max 32 Students per session	**Activity 2** Max 32 Students per session	**Activity 3** Max 32 Students per session	**Live Experience** *See Attendance Note Below
9:30 AM 10:00 AM	9:30 AM - 10:15 AM Session 1	9:30 AM - 10:15 AM Session 1	9:30 AM - 10:15 AM Session 1	9:30 AM - 10:00 AM Experience 1
10:00 AM 10:30 AM				10:00 AM - 10:30 AM Experience 2
10:30 AM 11:00 AM	10:30 AM - 11:15 AM Session 2	10:30 AM - 11:15 AM Session 2	10:30 AM - 11:15 AM Session 2	10:30 AM - 11:00 AM Experience 3
11:00 AM 11:30 AM				11:00 AM - 11:30 AM Experience 4
11:30 AM 12:00 PM	11:30 AM - 12:15 PM Session 3	11:30 AM - 12:15 PM Session 3	11:30 AM - 12:15 PM Session 3	*Break Down*
12:00 PM 12:30 PM				*Lunch*
12:30 PM 1:00 PM	*Lunch*	*Lunch*	*Lunch*	*Set Up Kaboom*
1:00 PM 1:30 PM	1:00 PM - 1:45 PM Session 4	1:00 PM - 1:45 PM Session 4	1:00 PM - 1:45 PM Session 4	1:00 PM -1:30 PM Kaboom 1
1:30 PM 2:00 PM				
2:00 PM 2:30 PM				1:45 PM-2:15 PM Kaboom 2
2:30 PM	**Clean Up/Load Up**			

** Drones experience - max of 32 students/session. Mobile Planetarium experience - max of 25 students/session.*

Family Science Night

5:00 PM - 6:30 PM

2 Educators

4:00 PM • *OSC Staff Arrival and Set-Up*

5:00 PM - 6:30 PM • **Family Science Night:** • FSN Topic Choice [15 Stations]