

PROGRAMS & PRICING

Discovery Labs

- One 60-Minute, hands-on lab \$475
- Additional lab* \$175
**To be eligible for this pricing, labs must be the same topic and held consecutively on the same day. Additional labs that require additional OSC staff will be charged the \$475 rate.*

Family Science Nights

- K-8 \$660

Program Add-Ons

Family Science Night & Discovery Labs only

- Add Kaboom Live Show \$190
- Add 5 additional stations \$125
- Add Extra Presenter \$135

Kaboom! 30-Minute Live Show \$300

- Two shows \$480
- Each additional show (up to 5) \$115

All Offsite programs are subject to a fee of \$2.10 per mile, roundtrip.

Angry Birds

- Two, 30-Minute Sessions \$325
- Each additional half hour \$80
- Each additional hour \$150

Mobile Planetarium

- Presentation Booking
 - Two, 30-minute presentations \$525
 - Additional presentation (up to 4) \$115
- Event Booking
 - 60-minute event booking \$475
 - Each additional hour (up to 3) \$155
 - Each additional half hour \$65

Drones

- 60-Minute Event Booking \$430
- Each additional hour (up to 3) \$120
- Each additional half hour \$65

Science Festivals

Additional mileage fees apply

- Regular Package \$2,325
- Large Package \$2,800





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, contact Reservations at 407.514.2112 or classes@osc.org.

IMPORTANT: *The reservation request form does not guarantee a reservation. A reservation has not been made until you speak with a Reservationist 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 program.
- 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, due on the date of the program.

DEPOSIT POLICY

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

REFUND & CANCELLATION POLICY

- All cancellations made more than two weeks from scheduled program date will receive a refund of collected monies minus the non-refundable deposit amount.
- No-shows and cancellations within two weeks of the program date will be responsible for the full payment of the program(s).

All Offsite programs are subject to a fee of \$2.10 per mile, roundtrip.



DISCOVERY LABS

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

Discovery Labs offers students an opportunity to implement skills being taught in the classroom through inquiry-based hands-on, 60-minute Labs. There is a maximum of 32 students per Lab, 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*\$175

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

Pre-K & KINDERGARTEN

Moving Machines (Recommended for Pre-K)

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! (Recommended for Pre-K or K)

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, SC.K.N.1.1, SC.K.2.CS-CP.1.1, SC.K.2.CS-CP.1.2, SC.K.2.CS-CP.1.3, SC.K.2.CS-CC.1.3, SC.K.2.CS-CC.1.4, MAFS.K.G.1.1, MAFS.K.G.1.2, MAFS.K.G.1.3, MAFS.K.12.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

Bold Bodies (Recommended for K)

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.

SC.K.L.14.1; SC.K.L.14.3; SC.K.P.8.1; SC.K.N.1.2; SC.K.N.1.3; SC.K.N.1.4

Bee Robotics (Recommended for K)

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.K.2.CS-CS.2.2, SC.K.2.CS-PC.1.1, SC.K.2.CS-PC.2.2, SC.K.2.CS-CP.1.3, SC.K.2.CS-CP.2.1, SC.K.2.CS-CP.2.3, SC.K.N.1.5, SC.K.P.12.1, MAFS.K.G.1.1, SC.K.2.CS-CS.2.2, SC.K.2.CS-CS.2.3, SC.K.2.CS-PC.2.2, SC.K.2.CS-CP.1.3, SC.K.2.CS-CP.2.1, SC.K.2.CS-CP.2.3, SC.K.2.CS-CP.2.2, SC.K.2.CS-CS.4.2, MAFS.K.G.1.1, SC.K.2.CS-CS.2.2, SC.K.2.CS-CS.2.4, SC.K.2.CS-CS.2.3, SC.K.2.CS-CP.1.3, SC.K.2.CS-CP.2.2, SC.K.2.CS-CS.2.5, MAFS.K.G.1.1, LAFS.K.RI.4.10, SC.K.2.CS-CS.2.2, SC.K.2.CS-CS.2.3, SC.K.2.CS-CP.1.3, SC.K.2.CS-CP.2.2, SC.K.2.CS-CS.2.5, SC.K.N.1.5, MAFS.K.G.1.1, MAFS.K.CC.2.4, MAFS.K.12.MP.1.1





DISCOVERY LABS *Continued*

GRADES 1 – 2

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

STEM-tastic

Students will become civil and electrical engineers to solve real-world problems by designing circuits and shelters.

SC.1.E.5.2; SC.1.N.1.3; SC.2.P.8.1; SC.2.P.10.1; SC.2.P.13.3; SC.2.E.7.5; SC.2.N.1.2; SC.2.N.1.4

Blast Off

Students will Explore and the apply the Engineering Design Process to create a rocket that can be launched and land in a designated target zone.

MA.1.M.1, MA.1.M2, MA.1.DP.1.1, MA.1.DP.1.2, MA.2.DP.1.1, MA.2.DP.1.2, MA.2.M.1.1, MA.2.M.1.2, SC.1.P.1.3.1, SC.1.N.1.2, SC.1.N.1.3, SC.1.N.1.4, SC.2.N.1.3, SC.2.N.1.4 SC.1.P.13.1

Coding Mission to Mars

Embrace your inner software engineer! Students will team up to code their rovers (Ozobot Evo) to collect rock samples from the surface of Mars.

SC.1.P.12.1, SC.1.N.1.2, SC.1.N.1.3, SC.1.N.1.4, MA.1.DP.1.1, MA.1.DP.1.2, MA.2.M.1.1, MA.2.M.1.2, MA.2.M.1.3, VA.1.F.3.2





DISCOVERY LABS *Continued*

GRADES 3 – 5

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

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

Egg Drop

Become a materials engineer and follow the Engineering Design Process to help create a prototype of a protective shield for a digital egg. Test your design from an elevated height and improve your protective packaging.

SC.3.P.10.1; SC.3.P.10.2; SC.4.P.10.1; SC.4.P.10.2; SC.4.P.12.1; SC.5.P.13.1; SC.5.P.13.2; SC.5.P.13.3

Restoration Adventures * Not available with Science Festivals

Put your knowledge of physical and chemical changes to the test to help restore a closed theme park. Test the water, clean up rust, test a LASER light show, and measure the temperature of shade structures as you prepare for reopening.

SC.3.P.8.1; SC.3.P.8.2; SC.3.P.8.3; SC.3.P.9.1; SC.3.N.1.2; SC.3.N.1.3; SC.4.P.8.1; SC.4.N.1.2; SC.4.N.1.3; SC.5.P.8.1; SC.5.P.9.1; SC.5.N.1.1; SC.5.N.2.1

Solar Fair

Students will learn ways to harness and use energy from the sun, one of the Sunshine State's natural resources to its greatest advantage.

This challenge will place the sun front and center as the students must design and create a fair ride that is run solely on solar power.

SC.5.N.1.5 SC.5.N.1.3 SC.5.P.10.1 SC.5.P.10.2 I.SC.5.P.10.4 MA.K12.MTR.1.1 MA.K12.MTR.3.1 MA.K12.MTR.4.1 MA.K12.MTR.7.1 ELA.5.C.1.3 [ELA.K12.EE.4.1](#) [UELA.5.V.1.1](#)





DISCOVERY LABS *Continued*

GRADES 6 – 8

OSCSI Forensics * **Not available with Science Festivals**

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 out whodunit.

SC.6.N.1.1; 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



Rocket Launch

Work with a budget and the Engineering Design Process to create a reusable rocket. Use your engineering skills to test rocket variables at the launchpad.

SC.6.P.13.1, SC.6.P.13.2; SC.7.P.11, SC.7.P.10, SC.8.N.1.2, MA7.D.P.2 MA.6.GR.2, ELA.6.3.1, ELA.6.C.4.1, ELA.6.V.1.1, ELA.7.V.1.1, ELA.8.V.1.1



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



ORLANDO
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OFFSITE PROGRAMS

August 2025 – July 2026

DISCOVERY LABS *Continued*

GRADES 6 – 12

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 biohazardous materials.

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!





FAMILY SCIENCE NIGHTS

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, intended for up to 300 participants. **Hosts must provide 15 volunteers to facilitate the stations.**

- Family Science Nights include 90 minutes 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 for download at our Offsites webpage
- A raffle prize of 4 Orlando Science Center General Admission tickets to one lucky participant! (*Passports used as drawing entries*)

Family Science Night Topics

Each topic includes **NEW** and **IMPROVED** stations!

PRIMARY (Kindergarten – GRADE 5)

Sample stations

Hands-On Science

- Phases of the Moon
- Pollinators Unite!
- Pop Goes the Popsicle Stick
- Friction Fiesta
- Models, Models, Models!

Engineering

- Its Electric
- Robot Relay
- Skyscrapers 101
- Marble Run
- Train your Brain

Physical Science

- Energy Transformers
- Pop Rockets
- Mastering Magnetism
- Oobleck
- Newtons Cars

Gross-Out

- Blood Biology
- What's that Smell
- Gross Up - Close
- Zoom in its Skin
- Marvelous Manure!

Bio-Adventures

- Beaks and Bites
- Zoomorphs
- Gut Feeling
- Up Close
- Pond life

Earth & Space

- Deep Space Defenders
- Space Shelter Layer Upon Layers
- Mars Rover
- Universe and You

STEM

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

NEW!

Once Upon a STEM

- Volcano Chemistry
- Silent Hunters
- Dino Hunt
- Coding Adventure
- Follow The Moon

SECONDARY (GRADES 6-12)

Engineering

- Geotechnical Engineering
- Extreme Trampoline
- Ballistics
- Solar Rover

Sci-Fi: Science in Films

- Electrifying Lightning
- Pyrotechnics
- Cymatics Soundtrack
- Wall-E





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OFFSITE PROGRAMS

August 2025 – July 2026

LIVE EXPERIENCES

MOBILE PLANETARIUM* (Grades K – 8)

We will bring the Universe to your school with Orlando Science Center's Mobile Planetarium! Our Educators 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!

***Requires a 15' ceiling clearance for the dome.**

Classroom Presentations

30 minutes per presentation

Great for scheduled class times

\$525 for first two sessions

\$115 each additional session

(minimum 2 sessions, max 6 sessions)

Event Booking

By the hour

Great for open-flow events

\$475 for first hour (max 4 hours)

\$155 for each additional hour

\$65 for each additional half hour



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 changes. This informative and exciting presentation shows the 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

\$300 for one show

\$480 for two shows

\$115 for each additional show

\$190 to add-on

(Max 5 shows)





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OFFSITE PROGRAMS

August 2025 – July 2026

LIVE EXPERIENCES *Continued*

ANGRY BIRDS (*Grades K – 12*)

Students will explore the forces and energy of projectiles in this life-sized Angry Bird game by varying launch angle and speed in order to knock down the Piggie tower.

Event Booking

By the hour – Great for open-flow events
(*max 4 hours*)

\$325 for two, 30-minute sessions

\$150 for each additional hour

\$80 for each additional half 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 and test their flight skills by taking turns flying their drones through a series of obstacles set-up in our mobile flight cage.

Event Booking

By the hour – Great for open-flow events

\$430 first hour (*max 3 hours*)

\$120 for each additional hour

\$65 for each additional half hour





ORLANDO
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OFFSITE PROGRAMS

August 2025 – July 2026

SCIENCE FESTIVALS

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 Offsite Programs. By the end of the day, your students will feel more confident and excited about science. **Contact us today to book your Science Festival at 407.514.2112 or classes@osc.org**

REGULAR PACKAGE - \$2,325

Valued at \$3,715 (plus mileage)

- 8 Discovery Labs
(Choose 2 topics, 4 sessions of each)
- 4 Sessions of a Live Experience
(Choose Drones, Mobile Planetarium or Angry Birds)
- 2 Live Shows
- 1 Family Science Night
(Choose 1 topic)

LARGE PACKAGE - \$2,800

Valued at \$4,715 (plus mileage)

- 12 Discovery Labs
(Choose 3 topics, 4 sessions of each)
- 4 Session of a Live Experience
(Choose Drones, Mobile Planetarium or Angry Birds)
- 2 Live Shows
- 1 Family Science Night
(Choose 1 topic)





OFFSITE PROGRAMS

August 2025 – July 2026

SCIENCE FESTIVAL SAMPLE SCHEDULE

Your School Elementary

Superworms Max 32 Students per session	STEM-tastic Max 32 Students per session	Mobile Planetarium *See Attendance Note Below
9:15-10:15	9:15-10:15	9:30 AM - 10:00 AM Experience 1
Session 1	Session 1	10:00 AM - 10:30 AM Experience 2
Reset	Reset	10:30 AM - 11:00 AM Experience 3
10:30-11:30	10:30-11:30	11:00 AM - 11:30 AM Experience 4
Session 2	Session 2	Break Down
Reset	Reset	
11:45-12:15	11:45-12:15	
Lunch	Lunch	Lunch
12:15-1:15	12:15-1:15	Set Up KaBOOM!
Session 3	Session 3	1:30 PM - 2:00 PM KaBOOM! 1
Reset	Reset	2:30 PM - 3:00 PM KaBOOM! 2
1:30-2:30	1:30-2:30	
Session 4	Session 4	
Clean Up/Load Up		

Family Science Night

5:30 PM - 7:00 PM

5:00 PM • OSC Staff Arrival and Set-Up

5:30 PM - 7:00 PM • Family Science Night:

• FSN Physical Science [15 Stations]