CHILDREN'S MUSEUM OF VIRGINIA

Field Trip Information

Explore and More

Plan your visit to the Children's Museum of Virginia today. Choose the type of visit, the desired program, and contact us to schedule. Program prices are per student and include self-guided exploration of the museum as part of the visit. All programs are available during the school year.

Choose Your Type of Visit

Education Program • $9 per student

Planetarium Show • $9 per student

Education Program & Planetarium • $10

Custom Programs: Our education team will work with you to create a visit that meets your unique needs. Pricing varies based on program.

Choose Your Program

Programs and workshops include demonstrations, interactive discussions, and hands on activities led by Museum Educators. Each program is correlated to learning standards and grade level targeted.

Programs cover PreK (ages 3-5) through Upper Elementary (Grade 6)

Upper Elementary students refine their engineering skills and deepen their knowledge of the engineering and design process.

Programs are designed for a classroom of 20-25 students. Larger groups will be divided into smaller groups to provide the best experience.

***Subject to change; please contact us for the most up to date information**

For more information, contact the Education Coordinator at matyseckc@portsmouthva.gov

Onsite Education Programs

Pre-School Programs: Ages 3 – 5

- Five Senses – Our senses will be strong as we explore and provide examples of how the five senses are used to make observations about what it means to see, hear, touch and smell. Students will play a sorting and matching game to identify the 5 senses. *(CD1.1, 1.2, 3.4)*
- Life Cycles in Nature – Explore what things are living and non – living and what plants & animals need to survive. Learn about the life cycles of all kinds of organisms—from plants to animals to creepy crawlies. *(CD1.1, 1.2, 2.3, 3.5.)*

Early Elementary Programs: Grades K – 2

- Shadow Time – Meet "Bear," who can't shake his shadow, and recreate Bear's story with shadow challenges. We'll explore what it takes to make shadows and answer questions about our own shadows. *(Science K 8.b)*
- Five Senses – Our senses will be strong as we explore and provide examples of how the five senses are used to make observations about what it means to see, hear, touch, taste and smell. Students will play a sorting and matching game to identify the 5 senses. *(Science K.3, K.5)*
- Life Cycles in Nature – A life cycle shows how living things grow and change over time. Explore what things are living and non – living and what plants & animals need to survive. Learn about the life cycles of all kinds of organisms—from plants to animals to creepy crawlies. (*Science K.6, K.7, 1.4a, 1.5, 2.4, 2.5)*
- Motion – Students explore simple physics and engineering concepts and use colorful building pieces to engineer a new *"Slides – and – Rides"* playground. Students will build one model to showcase a type of motion (*Side to side, circular & straight line*). *(Science 1.1, 1.2)*
- Magnets – Rediscover the forces of magnetism! Review the concepts of poles, forces of magnetic fields, magnetic & nonmagnetic surfaces along with push & pull. Students explore rare earth magnets, lodestones and use electromagnets to understand relevant applications. *(Science 2.2)*

Upper Elementary Programs: Grades 3 – 5 *(Science 3.1, 4.1, 5.1)*

- Ozobots – Ozobots allow students to learn the basic steps of coding & programing by using simple robotics. Students give commands to Ozobots via OzoCodes, which is the color code language that Ozobot understands. Ozobots provide screen-free S.T.E.A.M. education and creative fun.
- KEVA Planks – Students will demonstrate scientific reasoning by solving a series of KEVA plank engineering challenges that progressively increase in difficulty. Students will recognize possible solutions to a problem with limited available materials, with success of a design being determined by how well it meets the specified criteria.
- Spacecraft Challenge – Students will investigate concepts and tools needed for a space mission. Using engineering design principles, they'll build & test a spacecraft model. Did it meet the criteria, and will it hold up to the restrictions of space, or will it be back to the drawing board?

Planetarium Shows: Show titles do have recommended grade levels but may be adapted to meet the needs of your visit. Contact us for show titles and recommended age levels.